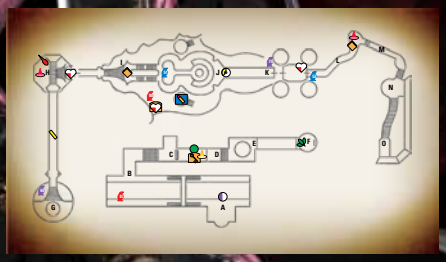
BAYONETTA
THE PERFECT WITCH GUIDE

IT'S WITCH TIME!

With a game—and a protagonist—this beautiful, it's easy to get caught up in the visual spectacle and lose sight of what needs to be done. This is your guide to slowing down the action in Witch Time and using all four limbs—and hair—to defeat an intimidating host of divine enemies. Follow us to hell—and back!

MAIN STORY WALKTHROUGH

Fight, spin, and shapeshift your way through each verse of every chapter in the game. Use our strategy to win epic battles and find all collectibles—including the Crows in all three difficulty modes!



LEVEL MAPS

Our detailed battle diagrams reveal precise locations of all Chests, Halos, Witch Heart Fragments, Journals, Arcade Bullets, Crows, Keys, and much more!

BOSS BATTLES & BESTIARY

Enemies with names like Affinity and Beloved may sound angelic, but trust us… these are horribly dangerous and crafty creatures. Rely on our expert tactics to overcome your foes—even the toughest bosses!

WEAPONS & ITEMS

A katana, a whip, and lots of guns—get to know the weapons in your arsenal. We also provide a comprehensive list of all items to collect throughout your adventure!

FIGHTING TACTICS

A complete moves list and all combo strings. Master both melee and long ranged attacks—including finishes, executions, and unique Torture Attacks!

PLUS:

Extras, unlockables, game basics, and a conceptual art gallery from the artists who created the game!

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The Gates of Hell

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BAYONETTA

THE STORY

Twenty years ago, from a coffin submerged beneath a gloomy lake, a mysterious woman awoke. Unable to recall her past, or even her own name, only a single memory of her unknown origin remained: the horrifying "witches' power" to summon forth ferocious demons and annihilate the servants of heaven. Returning to life in the modern world after centuries of absence, Bayonetta followed the clues of her hazy memories, eventually reaching the remote European city of Vigrid. Unimpeded by countless legions of angels assailing her, fateful meetings drawing out memories…

What lies ahead in wait for her?

BASICS

CONTROLS

XBOX 360®		
BUTTON	**ACTION CONTROLS**	**MENU CONTROLS**
Left Stick/ Directional Pad	Move Bayonetta/Use Items	Up & Down Highlight menu item, Left Right Change option
Right Stick	Move Camera	—
A	Jump	Select menu item
B	Kick/Gun (hold down)	Cancel/Exit menu
X	Shoot/Action	Cancel/Exit menu
Y	Punch/Gun (hold down)	—
BACK	Game menu	Switch to Practice Mode (at load screen)
START	Pause menu	Select menu item
LB/RB	LB Taunt/RB Lock-On	Select sub categories
LT	Change Weapons	—
RT	Evade (Witch Time)	—

PLAYSTATION®3		
BUTTON	**ACTION CONTROLS**	**MENU CONTROLS**
Left Stick/ Directional Buttons	Move Bayonetta/Use Items	Up & Down Highlight menu item, Left Right Change option
Right Stick	Move Camera	—
X	Jump	Select menu item
Circle	Kick/Gun (hold down)	Cancel/Exit menu
Square	Shoot/Action	Cancel/Exit menu
Triangle	Punch/Gun (hold down)	—
SELECT	Game menu	Switch to Practice Mode (at load screen)
START	Pause menu	Select menu item
L1/R1	L1 Taunt/R1 Lock-On	Select sub categories
L2	Change Weapons	—
R2	Evade (Witch Time)	—

DIFFICULTY

There are five difficulty settings to use while playing Bayonetta. Hard and Climax modes are unlocked after beating the game in Normal mode (unlocks Hard) and then beating Hard mode (unlocks Climax mode). You can change difficulty settings from the Title Screen, as well as through the Sub-menu from Chapter menus. One common change to all the difficulties is that Witch Time is easier to activate in easier modes. The following explains the differences in the difficulty modes.

VERY EASY MODE (AUTO)

Your mother could play this mode without dying. Health Gauge slowly auto-recovers after five seconds of no damage. There are no button inputs needed for the quick time events (such as jumping from falling buildings or bridges). Other functionalities are the same as Easy mode.

EASY MODE (AUTO)

This mode is easy to play just by button-mashing and not putting much thought into fighting and Evasion techniques. By default, the Magic Gauge size is doubled and damage does not reduce the amount of Magic obtained. Automatic attacks (you hone in on enemies when you press Punch or Kick) are set. Enemies are weakened with fewer HP, weaker attacks, and are less aggressive attacks. You are given Unlimited continues.

NORMAL MODE

Normal mode is, well… normal. This is the mode for which easy and more difficult modes are tweaked to make easier or more difficult. Read the other difficulty modes to see how they are different from Normal mode. This guide is written for Normal Difficulty; however, we have included tidbits from harder difficulties when it comes to enemy encounters and such.

HARD MODE

You'll die more often in this mode. Enemies are stronger, faster, and have more HP. Witch Time is a little more difficult to activate.

∞ (NONSTOP) CLIMAX MODE

This mode was designed to stop you from clearing the chapters. Witch Time is unusable. You can Evade, but no Witch Time will be triggered when it normally would during a close call. The only time Witch Time works is during the Battle Arenas with rules using Witch Time. Enemies are extremely aggressive and have the highest HP settings.

CHARACTERS

BAYONETTA

A mysterious witch returned to life in the modern world after hundreds of years of slumber. Wielding titanic magical powers, her battle against the forces of heaven continues, her reasons for doing so lost in the mists of her past. Armed with the Scarborough Fair, her favorite set of handguns equipped to both hands and feet, she practices the "bullet arts," a combination of gunfire with physical attacks. She can also perform the Wicked Weave—deadly attacks unleashed by summoning demonic entities through her magical hair that can easily devour entire hordes of angels.

JEANNE

Often appearing along Bayonetta's course, she provokes with an icy stare. Wielding her own set of four black handguns, she is a sharp shooter capable of pursuing Bayonetta wherever she may be.

MOVES LIST

While the following list documents all the moves available in the game, refer to the Tome of Umbran Arts book in the inventory "Files" menu to find Special Techniques purchased from the Gates of Hell. Check out "Techniques" just below that to discover all the great moves available by equipping different combinations of weapons to the hands and feet. This menu also tracks how many times you use each of these moves.

COMBOS

• = PAUSE P = PUNCH K = KICK

COMBO LIST NO.	COMBO
01	PKP
02	P • P
03	P • K
04	PPKP
05	PPKKK
06	PPKK • P
07	PPKK • K
08	PPK • K
09	PP • P (Shuraba uses PP • PPP)
10	PP • PPP (Shuraba only)
011	PP • P • P (Shuraba only)
012	PP • PP • P (Shuraba only)
013	PP • K
014	PPPKKK
015	PPPKP
016	PPPKK • P
017	PPP • P (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
018	PPP • K (sustain fire)
019	PPPPK (sustain fire) (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
020	PPPPP (sustain fire) (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
021	PPPPP (sustain fire) K (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
022	PPPP • P (Not for Kulshedra, Durga (fire), or Lt. Col. Kilgores)
023	KKK
024	KKKK (Odette only using KKK)
025	KK • P or KKK • P (Odette only)
026	KK • K (Foot Lt. Col. Kilgores only)
027	K • P
028	Rotate Stick + P
029	Rotate Stick + K
030	While holding RB (or R1 on PS3®) pull back and P
031	While holding RB (or R1 on PS3®) pull back and K

COMBO LIST NO.	AERIAL COMBOS
032	PPKP
033	PP • P (Nunchuk only)
034	PP • PPP (Shuraba only)
035	PPPKP
036	PPPKKK
037	PPP • P (Shuraba, Nunchuk only)
038	PPP • K (sustain fire)
039	PPPPK (sustain fire) (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
040	PPPPP (sustain fire) (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
041	PPPPP (sustain fire) K (Not for Kulshedra, Durga (fire), Lt. Col. Kilgores)
042	K
043	Rotate Stick + P
044	Rotate Stick + K
045	While holding RB (or R1 on PS3®) pull back and P
046	While holding RB (or R1 on PS3®) pull back and K

COMBO LIST NO.	HOLDING ATTACK BUTTON
050	P held
051	P held + Stick forward (Kulshedra)
052	P held + Stick backward (Kulshedra)
060	K held

SPECIAL MOVES

Stiletto	Double-tap Stick forward + P or hold RB + forward, P
Heel Slide	Double-tap Stick forward, K or RB + forward, K
Tetsuzanko	Stick back, then forward + P
Heel Stomp	Stick back, then forward + K
Breakdance	RT (or R2 on PS3®) held
After Burner Kick	K immediately after jump, or press RB
Air Dodge	Mid-jump Stick forward +K or hold RB (or R2 on PS3®)
Witch Twist	P while holding RT (or R2 on PS3®)
Umbran Portal Kick	K while holding RT (or R2 on PS3®)
Bat Within	Press RT (or RS on the PS3®) immediately after taking damage.
Crow Within	While in mid-air, press RT (or R2 on PS3®) twice quickly.
Umbran Spear	While in Crow form, press RB (or R1 on PS3®) twice quickly.
Beast Within	While moving, press RT (or R2 on PS3®) twice quickly.

WEAPONS

Weapons are purchased from Rodin using LPs as currency. Some LPs are in pieces and you must find all the parts before a whole can be traded for a weapon in the Gates of Hell.

Access the EQUIP menu and select the Weapons side to change the weapons (hands and feet) for Set A or Set B. First select a weapon to equip and then select one of four slots—two slots on the top are for Set A and two on the bottom are for Set B. Press the left trigger (or L2 for PS3®) during combat to immediately toggle your two weapon sets.

Advanced players can acquire "special" weapons by performing certain tasks, which are explained here.

WEAPON		DESCRIPTION	GOLDEN LP LOCATION	EQUIP TO	NOTES
	Scarborough Fair	Handguns	Prologue	Hands & Feet	—
	Onyx Roses	Shotguns	Chapter 1	Hands & Feet	—
	Shuraba	Katana	Chapter 2	Hands	This is the most versatile weapon available until Pillow Talk is obtained.
	Kulshedra	Whip	Chapter 3	Hands	Great for reaching flying enemies and damaging fire enemies.
	Durga	Claws	Chapter 5	Hands & Feet	Use Lightning against fire element enemies and vice versa. To switch elements, rotate the Left Stick clockwise while pressing Punch or Kick (depending on whether equipped to hands or feet).
	Odette	Skates	Chapter 8	Feet	Adds ice to special attacks. Great for moving around quickly without using Panther run.
	Lt. Col. Kilgore	Bazookas	Chapter 9	Hands & Feet	Great for taking out Dear, Decorations, and Enchants.
	Sai Fung	Nunchuks	—	Hands	Clear any one chapter in Normal mode 100 times.
	Bazillions	Laser Guns	Golden LP earned after clearing Hard mode	Hands & Feet	Very effective when all four equipped and break dance move performed. Experiment with moves to find different shooting options.
	Pillow Talk	Beam Saber	Golden LP earned after completing Climax mode.	Hands & Feet	Very powerful weapon. Press and hold RB (or R1 on PS3®) for shield. Press and hold Punch to increase size and attack strength temporarily.
	Mystery Weapon	Transforming Weapon	—	Hands & Feet	After collecting 10 million Halos, the Platinum Ticket becomes available in the Gates of Hell. Buy the ticket and then defeat Rodin in battle to acquire the weapon.

SPECIAL WEAPON ATTRIBUTES

EQUIPPED TO HANDS	EQUIPPED TO FEET	EFFECT
Durga (Fire)	Durga (Fire)	Undamaged by physical attacks on flaming enemies (flaming Affinities, flaming Ardors)
	Durga (Fire)	No damage from walking on lava, but only works against lava floors, not against lava spouts, flows, meteors and other traps.
	Durga (Lightning)	No damage from ground-based electrical attacks (like those from Glory, Glorious and others)
Durga (Lightning)	Durga (Lightning)	An additional effect of equipping these to the hands and feet is that no damage is taken from being submerged in electrified water (like the battle at the end of "The Broken Sky"). To do this you must purchase the alternative Durgas from the Gates of Hell.
	Odette	Attacking the same enemy repeatedly encases them in a block of ice that can be picked up and thrown. Also, lava can be skated across without damage and water can be skated across without freezing.

TECHNIQUES: TOME OF UMBRAN ARTS

Not only can you press the BACK (or SELECT for PS3®) button during load screens to practice the numbered combos, but you can also enter the Tome of Umbran Arts book in the inventory "Files" menu and discover unique moves for each of the basic weapon combinations. This menu also tracks how many times you used each of these moves! Peruse the move options with different weapon combinations and read the descriptions to see if you're interested in making one a new favorite.

JEANNE'S WEAPONS

When you play as Jeanne, all of Bayonetta's weapons you've unlocked have equal counterparts. The following list describes Jeanne's arsenal:

JEANNE'S WEAPON	COMPARABLE BAYONETTA WEAPON	NOTES
All 4 One	Scarborough Fair	Handguns
Garnet Roses	Onyx Roses	Shotguns
Angel Slayer	Shuraba	Katana
Vritra	Kulshedra	Whip
Karen	Odette	Skates
Kali	Durga	Claws
Col. Slade	Lt. Col. Kilgore	Bazooka
Tang Lung	Sai Fung	Golden LP obtained after beating any one chapter in Normal mode 50 times
Bazillions	Bazillions	Laser Guns
Bloody Moon	Pillow Talk	Red Beam Saber
Mystery Weapon	Mystery Weapon	Transforming Weapon

ITEMS

Items are found inside of breakable items such as statues, benches, vases, chests, windows, and most any object that can be broken. Enemies also drop items once they are defeated.

ITEM	DESCRIPTION	NOTES
Halo (Large)	500 Currency	—
Halo (Med)	100 Currency	—
Halo (Small)	10 Currency	—
Baked Geko	Concoction Item (yellow)	—
Unicorn Horn	Concoction Item (Red)	—
Mandragora Root	Concoction Item (Green)	—
Green Laurel (Tiny)	Tiny Health Restoration	—
Green Laurel (Small)	Small Health Restoration	—
Green Laurel (Medium)	Medium Health Restoration	—
Green Laurel (Large)	Large Health Restoration	—
Purple Butterfly (Small)	Magic Gauge fills 4 units	—
Purple Butterfly (Large)	Magic Gauge filled (8 units)	—

HOTKEY EQUIPPED ITEMS

ITEM	DESCRIPTION	NOTES
Bloody Rose Lollipop (Small)	Attack Power x2	—
Mega Bloody Rose Lollipop	Attack Power x2	Lasts much longer than small version.
Yellow Moon Lollipop (Small)	Invulnerability	—
Mega Yellow Moon Lollipop	Invulnerability	Lasts much longer than small version.
Green Herb Lollipop (Small)	Health Restoration	—
Mega Green Herb Lollipop	Health Restoration	Lasts much longer than small version.
Purple Magic Lollipop (Small)	Magic Gauge Filled	—
Mega Purple Magic Lollipop	Magic Gauge Filled	Lasts much longer than small version.
Magic Flute	Horn	Instantly defeats some angels during battle.

OTHER ITEMS

ITEM	DESCRIPTION	NOTES
Red Hot Shot	Instant Resurrection after death.	—
Arcade Bullet	Used in Angel Attack arcade game.	Arcade Bullets also appear in chests and other objects that contained significant items the first time clearing the chapter.
Witch Heart	Increases the limit of your vitality.	You can purchase these from The Gates Of Hell or find broken ones during your adventure. Four broken Witch Hearts are needed to make one Witch Heart.
Moon Pearl	Increases the limit of your Magic Gauge.	You can purchase these from The Gates Of Hell or find broken ones during your adventure. Two broken Moon Pearls are needed to make one Moon Pearl.
Blue Witch Heart	Increases vitality limit.	This is a bonus item earned at the end of a chapter for a job well done. Only applies to one chapter, then the effects are gone.
Gold Moon Pearl	Magic Gauge automatically replenishes two units; good for only one chapter.	This is a bonus item earned at the end of a chapter for a job well done. Only applies to one chapter, then the effects are gone.
Antonio's Notebook	Collection Item	There are 27 throughout the environments. Collect them all and number 28, "To My Beloved Son," is automatically shown in the "File" in the Inventory menu.
Umbran Tears of Blood	Collection Item	There are 101 total; 50 are found through Achievements (Trophies) and 51 are found in the environment in Normal, Hard, and Climax difficulty modes.

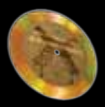
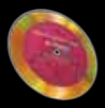
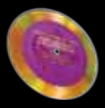
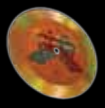
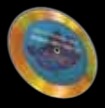
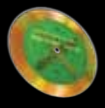
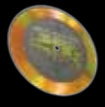
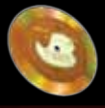
ACCESSORIES

ITEM	DESCRIPTION	NOTES
Sergey's Lover	Summon alter ego.	Divides you into two beings.
Infernal Communicator	Summon Little Devils.	—
Pulley's Butterfly	Guardian Butterfly	Absorbs attacks so you don't.
Selene's Light	Activates Witch Time when Bayonetta takes damage as long as she has Magic Power.	—
Star of Dinéta	Taunt causes health restoration.	—
Evil Harvest Rosary	Evasion upon attack	When dodging incoming danger, the beads launch a magical counter-strike against the attacker.

ACCESSORIES (CONTINUED)

ITEM	DESCRIPTION	NOTES
Gaze of Despair	Taunt	—
Moon of Mahaa-Kalaa	Push the left stick toward an enemy as it is about to attack to block. Pushing the stick the instant you are attacked additionally allows you to counterattack.	—
Eternal Testimony	Magic Gauge auto-restoration (if Magic Power is less than 2 gauges full)	Collect 50 Umbran Tears and this becomes available in the shop.
Immortal Marionette	Automatic	Clear the game on either Easy Difficulty modes, then enter the shop in Normal or above to purchase.
Bracelet of Time	Witch Time operation	Clear the game on Normal or above in a set amount of time.
Climax Brace	All attacks cause giant hand/foot summons.	Collect 101 Umbran Tears and this becomes available in the shop.

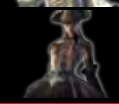
ANGELIC HYMNS GOLDEN LPs

ITEM	DESCRIPTION	NOTES
 Trois Marches Militaires	Exchange for Onyx Roses in Chapter 1.	—
 Quasi una Fantasia	Exchange for Shuraba in Chapter 2.	—
 Fantaisie-Impromptu	Exchange for Kulshedra in Chapter 3.	—
 Sonate in DK.448	Exchange for Durga in Chapter 5.	—
 Les Patineurs Waltz op.183	Exchange for Odette in Chapter 6.	—
 Walkurënritt	Exchange for Lt. Col. Kilgores in Chapter 9.	—
Messiah, HWV.56	Exchange for Sai Fung.	L.P. received after clearing a chapter in Normal mode 100 times (50 times for Jeanne).
 Mars, The Bringer of War	Exchange for Bazillions.	L.P. received after clearing Hard mode.
 Jupiter, The Bringer of Jollity	Exchange for Pillow Talk .	L.P. received after clearing Climax mode.

PERFUMES (RODIN'S TREASURES)

ITEM		DESCRIPTION	NOTES
	Umbran Elegance #01 (Purple)	Kulshedra Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Kulshedra is selected.
	Umbran Elegance #02 (Green)	Lt. Col. Kilgores Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Lt. Col. Kilgores are selected. Costume is more complete when equipping Lt. Col. Kilgores to hands and feet.
	Umbran Elegance #03 (Blue)	Odette Tutu Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Odette is selected.
	Umbran Elegance #04 (Yellow)	Sai Fung Costume	Purchased from the Gates of Hell. Made available after unlocking Sai Fung (see Bayonetta weapons). Equip it to automatically change costumes when Sai Fung is selected.
	Umbran Elegance #05 (Red)	Durga Costume	Purchased from the Gates of Hell. Equip it to automatically change costumes when Durga is selected. When equipped to hands, devil horns appear. When equipped to feet, devil tail appears. Costume changes element type depending on the selected Durga element.

COUTURE BULLETS

	Super Mirror	One extra Costume	Becomes available in the shop after clearing Normal mode. "Costume Change" becomes available in the submenu to change costumes that are unlocked by purchasing Couture Bullets. Ambran Komachi kimono costume is available from the beginning.
	Super Mirror (Jeanne)	One extra Costume	Becomes available in the shop after clearing Normal mode with Jeanne.
	P.E. Uniform	Becomes available after acquiring the Super Mirror.	—
	D'Arc	Becomes available after acquiring the Super Mirror.	—
	Various	Becomes available after acquiring the Super Mirror.	—
	Old	Becomes available after acquiring the Super Mirror.	—
	Umbra	Becomes available after acquiring the Super Mirror.	—
	Nun	Becomes available after acquiring the Super Mirror.	—
	Queen	Becomes available after acquiring the Super Mirror.	—

SPECIAL ITEM

ITEM		DESCRIPTION	NOTES
	Platinum Ticket	Ticket for battling Rodin	Becomes available after collecting 10 million Halos.

GATES OF HELL

Weapons, Accessories, Items, Rodin's Treasures, and Techniques can all be obtained in the Gates of Hell. Gates of Hell portals can be found in almost every chapter, and sometimes you can find more than one portal into Rodin's underworld shop. All of the items in the various shop categories are listed in the previous items lists, but we haven't covered Techniques until now…

CHAPTER START MENU

In between chapters you have the opportunity access a number of features without having to quit and return to the Title menu. You can enter the Gates of Hell from the Chapter Start menu; it's the first of the three options available at the bottom of the screen: Gates of Hell, Start, and Save. By pressing the RB (or R1 for PS3®) button while on the Chapter Start menu, you can also access Chapter Select, Costume Change (when Super Mirror is unlocked and purchased), Play History (unlocked after completing the game once), Difficulty, and Option.

TECHNIQUES

Most techniques are available from the beginning of the game in the Gates of Hell shop. Bat Within, Crow Within, and Umbran Spear are unlocked as you progress through the game. You must purchase techniques using the Halos you've collected. Once purchased, these "special" Techniques can be turned on and off through the Tome of Umbran Arts book in the Inventory menu.

AIR DODGE

Dodge an enemy attack by pressing RT (or R2 for PS3®) while in mid-air.

STILETTO

Slash into an opponent with incredible quickness, and deliver a devastating thrusting attack. Can also be performed in mid-air. Press Left Stick toward an enemy twice quickly + Punch. Can also be executed by holding RB (or R1 for PS3®) and pressing toward an opponent with Left Stick + Punch.

HEEL SLIDE

Slide heel first up to an opponent from long distances. Press Left Stick toward an enemy twice quickly + Kick. Can also be executed by holding RB (or R1 for PS3®) and pressing toward an opponent with Left Stick + Kick.

TETSUZANKO

Charge into an opponent at short-range using your back. A Wicked Punch is also summoned, depleting your Magic Gauge. Can also be performed in mid-air. While moving Left Stick backward to forward, press Punch.

HEEL STOMP

Add insult to injury by slamming your heel into a downed enemy. A Wicked Kick is summoned, depleting your Magic Gauge. While moving Left Stick backward to forward, press Kick.

BREAKDANCE

Do the splits, then spin your outstretched legs in this lunging kick attack. Equipped firearms are discharged during this attack. Can also be performed in mid-air. Hold down RT (or R2 for PS3®). Movement is possible during this attack, so move toward the enemy as you spin for the most damage.

AFTER BURNER KICK

Light the fires and kick your enemies with a mid-air dash kick. Ascending: Press Kick immediately after executing a jump. Descending: While jumping, press Left Stick in any direction + Kick, or press RB (or R1 for PS3®).

WITCH TWIST

Launch into the air with a spinning punch. Can also be performed in mid-air. A Wicked Punch can also be summoned, depleting your Magic Gauge. Press Punch while holding RT (or R2 for PS3®).

UMBRAN PORTAL KICK

Open up a magical portal, warping above your opponent's head and delivering a devastating kick. A Wicked Kick can also be summoned, depleting your Magic Gauge. Press Kick while holding RT (or R2 for PS3®).

BAT WITHIN

Unleash the Bat Within, transforming yourself into a flock of scattering bats, mitigating any damage you've take. Press RT (or R2 for PS3®) immediately after taking damage. When playing as Jeanne, the bats are moths, just as Bayonetta's panther transformation is Jeanne's lynx.

CROW WITHIN

Unleash the Crow Within, transforming yourself into a crow and temporarily gaining the power of flight. While in mid-air, press RT (or R2 for PS3®) twice quickly. The crow can fire feather projectiles by pressing the Kick or Punch buttons when Magic Orbs are available. Flight can be sustained up until the crow meter on the left side of the screen is emptied. When playing as Jeanne, the crow is an owl.

UMBRAN SPEAR

While in Crow form, dive into a nearby enemy. Depletes Magic Gauge. Press RB (or R1 for PS3®) twice quickly.

CONCOCTING WITCH'S BREWS

Put all those items you've collected to good use by creating a witch's brew that produces results you can use in battle. Items created by concocting ingredients together can be very helpful for getting you out of tight situations, but be aware that when playing for points, using items will count against you when your score is tallied at the end of the battle and at the end of the chapter.

ANTONIO'S NOTEBOOK, "A WITCH'S BREW"

The concoctions option becomes available only after you've located Antonio's journal, "A Witch's Brew" in Chapter 1, Verse 7.

CREATED ITEM	RECIPE
Green Herb Lollipop (small)	10 Mandragora Roots
Mega Green Herb Lollipop	15 Mandragora Roots
Bloody Rose Lollipop (small)	10 Unicorn Horns
Mega Bloody Rose Lollipop	15 Unicorn Horns
Yellow Moon Lollipop (small)	10 Baked Geckos
Mega Yellow Moon Lollipop	15 Baked Geckos
Purple Magic Lollipop (small)	5 Mandragora Roots + 5 Unicorn Horns
Mega Purple Magic Lollipop	10 Mandragora Roots + 5 Unicorn Horns
Magic Flute	10 Mandragora Roots + 10 Unicorn Horns +10 Baked Geckos

WITCH'S RECIPES

To concoct items into special lollipops with enhanced effects, enter the Items menu (only accessible while playing a chapter) and press Right on the D-pad (or Directional Button for PS3®) to access the concocting wheel. When you do this, a Witch's Recipes guide lists the Items you can produce on the left side of the screen. The left column indicates the items you are trying to create, while the right column provides the recipe. The Recipe key is located in the top-right corner. Each icon in the required number of ingredients is equal to five of that given ingredient type. For example, one Laurel icon is equal to five Laurels when you select it on the right side of the screen.

Turn the ingredient wheel pressing the D-pad or Left Stick up or down. Add ingredients to the selected ingredient (the one on the far left of the wheel is the one selected) by pressing the Jump button (concoct). If you messed up the recipe, then press the Punch (reset) button to drain the ingredient gauge completely. Once all the ingredients are in place, rotate the Right Stick until the concoction is complete. The new item is added to the Items side of the menu and can be used instantly or set to the in-game shortcut key, which is accessed by pressing the D-pad (or Directional Button for PS3®) while playing. To use an item on the shortcut key, press and hold the direction the item is assigned to until the item glows and is used.

ENEMIES

AFFINITY

HALOS CARRIED	100 (SPEAR, FLAIL, TRUMPET), 200 (HORN, FIRE)
WEAPONS	SPEAR, FLAIL, TRUMPET, HORN

Servants of heaven that populate the lowest of the angelic hierarchy, a Third Sphere rung known simply as angels. Humans with deep faith often feel these angels closest to their hearts. Descending from the heavens upon their pure white wings, it is believed that the glimmering halo atop an Affinity's head lights the path for those who have lost their way.
The religious articles they equip are all tools used to further their conviction to protect the righteous and can become powerful up weapons used to strike down those with sullied hearts.

APPLAUD

HALOS CARRIED	300
WEAPONS	SPEAR & BOWS

While still a member of the Third Sphere, Applauds are one step above Affinities, and thus known as Archangels. Occupying the eight position within the nine-level angelic Hierarchy, Arch angles are still considered close to the physical world, and often come into contact with human kind. It is said that devoted prayer on the part of believers can call upon a flock of angels to come to one's aid.

ARDOR

HALOS CARRIED	400, 800 (FIRE)
WEAPONS	BROADSWORD

The highest-ranking member of the Third Sphere, Ardor are christened with the rank of Principalities. Presiding over the protection of the masses from evil spirits, they are equipped with a shield and armor of proof. Wielding the power of Paradiso on those who encroach upon happiness, Ardor are recipients of much adoration from those seeking salvation.

BELOVED

HALOS CARRIED	700 (NORMAL), 1000 (GIANT), 500 (WATER)
WEAPONS	BATTLEAXE

Beloved is a member of the Second Sphere class Powers, ranked sixth in the angelic hierarchy. Its status is more that of a spiritual being, but it is also burdened with destroying the enemies of Paradiso. While still considered amongst the lower closes of angels, Beloved's power is of a far higher-order than that of a human, and even those with strong spiritual powers are seldom afforded the chance to meet this being. Excelling in combat, Beloved are known for brilliant exploits in demonic battles.

BRAVES

HALOS CARRIED	500 (NORMAL), 1500 (CHERUB)
WEAPONS	BATTLE AXES

It can be said that Braves are capable of carrying God upon their shoulders. Moving in groups of three, each Brave wears the halo of the Second Sphere Powers upon its head; however, when necessary, Braves can combine three of their bodies into one true form, a First Sphere Cherubim. Boasting the most brute strength of all the inhabitants of Paradiso, an unknown number of evils have faced judgment at the hands of Braves.

DEAR & DECORATIONS

HALOS CARRIED	50 (DEAR), 30 (DECORATIONS), 300 (DEAR & DECORATIONS)

With limited spiritual powers, this angel is spotted comparatively frequently within the physical, human world. Dears, with their dignified faces, are surrounded by the countless child-like faces of their Decorations. Capriciously firing arrows, they're often mistaken for Cupid. It is said that one of their arrows, shot through the heart of a believer, can be as infatuating as the goddess of love.

ENCHANT

HALOS CARRIED	50

An angel shaped like a cart wheel. The impetus behind this fateful form was the Creator's desire to craft an angel designed to compel humanity to continue its struggle and feel no satisfaction at surpassing others. Enchants protect the field of God from human encroachment and are further responsible for passing communications to Paradiso and correcting the trespasses of humanity.

FAIRNESS

HALOS CARRIED	600

A Virtue charged with the administration of miracles, it is wrapped in flames when appearing in the physical world, a power emblematic of its courage. A torrent of flame blazing as bright as the sun, these flames become the light that burns away darkness from those who receive the graces of Fairness. However, for those out of the angel's good graces, they are the fire and brimstone of destruction.

FEARLESS

HALOS CARRIED	600

Fearless are classified as Dominions, the fourth rank amongst the hierarchy of angels. Controlling the lightning feared by many as the instrument of divine justice, Fearless make known the majesty of God to the masses. Almost all of the naturally occurring lightning in the world is a result of the actions of these angels. It is said that divine wrath against gluttons is released in the lightning flash, as the thunder signals heaven's roar.

GOLEM

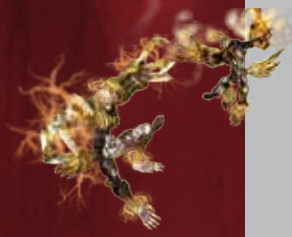
HALOS CARRIED	1500

Long ago, to protect their homeland from invasion, the Umbra and Lumen came together to develop a giant weapon. Only the Lumen and Umbra knew the secrets to controlling its enormous form, causing it to transform into monsters capable of attacking foes. The Golem would become more powerful in accordance to its master's strength. The Golem's control center is its core, which receives the orders of its master. It is the weak point of the device. Numerous Golems were constructed in case of war, but were secreted away in another dimension. Now, even 500 years after the two clans' destruction, Golems remain hidden away, still under their master's orders.

GRACE & GLORY

HALOS CARRIED	400 EACH
WEAPONS	CLAWS

Grace, draped in flame, and Glory, controller of lightning, are the twin escorts of the Creator. They share a wild disposition, and are often depicted as gods of war, heroically leading the soldiers of Paradiso into battle, with their giant, claw-like weapons being symbols of their ferocity. Humanity recognizes the increased spiritual power of twins, a power that comes from the blessings of Grace and Glory. Unfortunately, their unlikely pairing reveals their weakness: flame vs lightning.



GRACIOUS & GLORIOUS

HALOS CARRIED	2000 EACH
WEAPONS	CLAWS

Within the nine ranks of the angelic hierarchy, the highest-ranking Seraphim are charged with governing the love and zeal for the Creator. The pure white armored Gracious and the black armor-clad Glorious are often sighted in pairs; however, their existence itself remains legend, subject to rumors of varied veracity. Supposedly gifted with incredible god-like powers, there are no records of Gracious or Glorious appearing on the battlefield of evil; however, it is said this is because a mere taste of their power is enough to destroy the world, devastating all its path for both the record and the record-keeper.

HARMONY

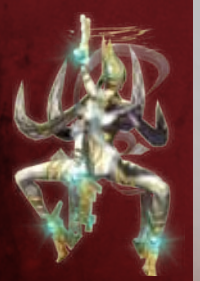
HALOS CARRIED	200
WEAPON	A CHAINSAW IS OBTAINED AFTER PERFORMING A TORTURE ATTACK ON A HARMONY

Within the Second Sphere Dominions, whose name imparts feelings of control, sovereignty, and governance, the angels named Harmony stand as a special symbol of peace. When appearing in our world, it is said that humans experience their presence as an aurora-esque light; however, when viewed from Purgatorio, one would see Harmony embracing humans with their outstretched, fin-like wings. Often pictured holding a trident and floating through the skies, Harmony are tasked with defense of the heavens, even within Paradiso itself.

INSPIRED

HALOS CARRIED	400

Inspired are members of the angelic First Sphere, in the rank known as Thrones. Those in this class are spiritual beings of the highest order, never meeting directly with humanity. Works of art have depicted them as flaming wheels; however, artists of true inspiration have pictured inspired as a long snake-like body circling upon itself. It is often thought that Inspired act as a wheel, holding up the chariot of the beloved God. In truth, Inspired are actually fighting alongside their angelic cohorts, randomly swallowing up the followers of darkness.



JOY

HALOS CARRIED	1000
WEAPONS (NOT OBTAINABLE)	GUNS, WHIPS

Joys are members of the Seraphim class within the angelic hierarchy's First Sphere. These beings have broken free of any physical conception of form and have become truly spiritual. Their body is as free as a flowing river, and it takes shape only on a temporary basis. Joy may take the shape of the human feminine form, but the Seraphim can also shape-shift, or even separate into multiple sentient forms, as will.

KINSHIP

HALOS CARRIED	300

Kinship, as one of the Second Sphere Powers charged with defeating evil beings, is responsible for transporting the forces of Paradiso onto the battlefield. Leading countless angles to the front lines, catching sight of Kinship's magnificent flying appearance is analogous to many as the arrival of true happiness. It is thought that Kinship is the angelic manifestation of the ark that saved a foolish human race from the devastating flood described in The Book of Creation within the scriptures of Ithavoll.

FORTITUDO/COURAGE

HALOS CARRIED	FORTITUDO; 0 (CHAPTER 1), 0 (CHAPTER 2), 10000 (CHAPTER 4), COURAGE; 1000

Amongst the spiritually powerful of the Middle Ages, it was through Paradiso held for all a Divine Will, and as a result, they developed heavenly logic. The concept of the "Cardinal Virtues" was born of this logic, and classifies Paradiso's Divine Will into four broad groups. These Cardinal Virtues occasionally become physical manifestations of the great intentions of Paradiso, and are known as the Laguna, inspiring awe in the masses. Personifying courage and fortitude, Fortitudo has been depicted as a terrifying being sporting an enormous face and two dragon's heads. He is said to be capable of summoning magma flows at will.

TEMPERANTIA/TEMPERANCE

HALOS CARRIED	TEMPERANTIA; 10000, TEMPERANCE; 1000 (CHAPTER 10), 1500 (CHAPTER 15)

Temperantia, the true embodiment of the Cardinal Virtue of temperance, is often illustrated as an epic giant. Its body rising like a castle, Temperantia possesses two tree-like arms; a composed figure said to illustrate the total reverence in which the Laguna are held by the faithful. When the true power of the virtue of Temperance is laid upon our world, it is said to come as a tornado, capable of swallowing an entire country. Humans are helpless to guess at the impetus behind Divine Will, whether it be anger or happiness, and are left only with prayers and promises of personal temperance if only the heavens should make the storm subside.

IUSTITIA/JUSTICE

HALOS CARRIED	IUSTITIA; 20000, JUSTICE; 1500

Within Paradiso's Divine Will, also known as the Cardinal Virtues, Lustitia, or Justice, is known to take a particularly strange physical manifestation. A large mass covered with numerous faces, and extending outwards via countless tentacles, Lustitia could easily pass for a demon. This may be due to the fact that those depicting the angel are filled beyond comprehension with awe at the sheer difficulty of encouraging justice in the world. Among Paradiso's Divine Will, there are those who believed that Lustitida is the closets of the Cardinal Virtues to hell. Justice is said to be based upon rules established by man, to be followed by man, and changing one's viewpoint can lead to a change in what is evil. This uncertainty may be manifestation of the existing folklore and depictions of Lustitia.

SAPIENTIA/PRUDENCE

HALOS CARRIED	SAPIENTIA; 25000, PRUDENCE; 2000

Artists have often depicted the Cardinal Virtue of Prudence, Sapientia, as a marine animal roaming the depths of the sea. This is likely due to the human disposition to characterize the sea as the source of all life, a veritable fountain of prudence and wisdom. It is also though that Sapientia is responsible for the rise and fall of the tides, and natural phenomena such as tsunamis. The grand idea that the living seas could be nothing other than Divine Will at work is actually evidence of Sapientia's narcissism, even amongst the other Cardinal Virtues. When a man born as a slave led his people to freedom from ruling oppression, it is said that it was only Sapientia's favor that parted the seas and allowed for their escape.

FATHER BALDER

HALOS CARRIED	30,000

A tyrant of a man, motivated purely by self interest, who 500 years ago incited the witch hunts, annihilating not only the Umbra Witches, but also his fellow Sages. Balder also used his magical abilities to take control of the captured Jeanne. Named after the Norse God of Light, Balder showed promise in becoming a powerful Lumen Sage; however, he broke his clan's one unbreakable tenet of faith, consorting with an Umbra Witch, begetting a child. It was all a ruse to take possession of The Eyes of the World, the overseers of history that had previously been equally divided amongst the clans. During the following 500 years, Balder gathered the devotion of his pious followers. Now his ambitions have reached their climax, placing the last remaining Sage on the cusp of a universe anew, as he and Bayonetta, bearing his own very blood, become The Eyes of the World to resurrect Jubileus, the Creator, and unify the Trinity of Realities.

JUBILEUS

HALOS CARRIED	100,000

The true name of Jubileus, as recorded myth, is actually constructed from unutterable syllables. This is because humans remain incapable of capturing her true glory, as she is the total embodiment of Divine Will. Humanity, bound to the physical world, was forced to depict and describe her in its own tongue. It is supposed that humanity selected the name Jubileus, taken from the word Jubilee, meaning celebration or rejoicing, in an attempt to run Divine Will into worldly happiness via repeated recital of her name. As a result of the cataclysmic events of the ancient First Armageddon of which she sat at the very apex, Jubileus was forced into dominion over the world of Paradiso, governor of the light amongst the Trinity of Realities, and put into an endless slumber. It was from this point that the forces of light and dark began their endless battle for hegemony. The resurrection of Jubileus will trigger a reunification of the Trinity of Realities, fulfilling the desires of not only the forces of light, but also a centuries-old prayer said by those seeking divine intervention.

Lethal Left Hair

Walkthrough

PROLOGUE THE VESTIBULE

INTERACTIVE OPENING CINEMATIC

Bayonetta's opening cinematic is a stunning and graphically mesmerizing introduction to the game. These dazzling visuals are pervasive throughout the gameplay experience. It's often easy to get caught up in the spectacle of what you're seeing and overlook the fact that you can actually take control and participate in the epic battle that unfolds between the two Umbra Witches, Bayonetta, and Jeanne and the Lumen Sages, controllers of the light.

You cannot die in this opening challenge; indeed, you do not even have an on-screen health gauge. As such, it's a great opportunity to get a feel for controlling Bayonetta while discharging your firearms at some angels and unleashing a variety of punch/kick combos on the enemy.

The conflict rages on as Bayonetta and Jeanne fight for darkness and the Lumen Sages defend the light to maintain a balance in the passage of time. It's a losing battle for the angels as the balance of war leans toward darkness.

The fray continues from the falling, broken clock tower as Bayonetta flings herself to another tumbling piece of space debris. Keep practicing new combos on the angels while fighting alongside Jeanne. Although it's early in the game and you're still dealing with the learning curve, all basic combos and special hair summon attacks are available to you. See how many you can pull off now.

Just before the battle ends, you witness a creature you'll be dealing with later in the game: the two-headed dragon known as Fortitudo. The upside-down statue head that comprises its torso may be creepy now, but just wait until it starts talking! Before this segment comes to a close, you learn that the fortunes of war were short-lived as humans began the great witch hunts. The Umbra Witches were eventually all extinguished from the earth… all but one. This scene from the past ends as Bayonetta and Jeanne fall to the earth, covering each other's back from the pursuing Affinities.

VERSE 1: CEMETERY (PRESENT DAY)

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Affinity (Spears) x3
Stage 2: Affinity (Spears) x4, Decorations x3
Stage 3: Affinity (Spears) x3, Decorations x6, Affinity (random weapon),
Stage 4: Affinity (Spears) x4, Applaud x1

** Enemies in Easy and Very Easy modes are the same.*

HARD (and above) MODES

Stage 1: Affinity (Spears) x3
Stage 2: Affinity (Spears) x4, Decorations x3
Stage 3: Affinity (Spears) x3, Decorations x2, Affinity (random weapon)
Stage 4: Grace & Glory
Stage 5: Applaud x1, Fairness x1, Affinity (Spears) x4.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:20	1860	0	4:00	6500	0	5:10	38000	0	8:50	23360	0
GOLD	3:07	1104	500	5:20	3200	500	6:54	16340	1000	11:47	10304	1500
SILVER	3:54	852	1000	6:40	2100	1000	8:37	9120	2000	14:44	5952	3000
BRONZE	4:40	600	1500	8:00	1000	1500	10:20	1900	3000	17:40	1600	4500

The story flashes forward to present day, before the outcome of the battle and the fate of the two witches can be determined. The scene opens with a shady preacher named Enzo relieving himself on the tombstone of the game's director. He taunts a willowy nun who's praying over a fresh grave.

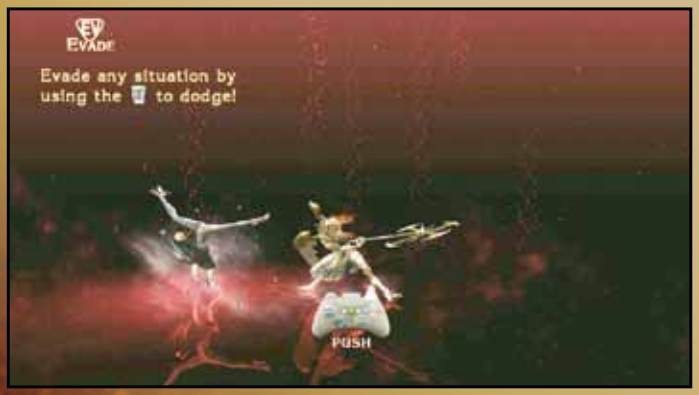
He continues his rant until angels appear. Then you discover the nun is actually Bayonetta, baiting and trapping angels via prayer. As soon as the angles appear, Bayonetta creates a portal and enters Purgatorio to do battle with her bitter rivals, the Affinity. Humans cannot see beings in the Purgatorio realm, so Enzo can only witness how objects are manipulated in his realm during the struggle, but is completely blind to the greater battle being waged.

A lengthy battle cinematic between the angels and Bayonetta (assisted by Rodin, who pops out of the grave she was praying over and supplies her with handguns) plays out in the cemetery. Among other memorable sights, you bear witness to Bayonetta equipping guns to both feet while clutching another pair in her hands. This witch is the ultimate fighting machine—each limb is a dangerous weapon that's further augmented with a firearm.

TUTORIAL

There are no hidden items here (unless you count the Halos found inside some headstones); this segment is mostly tutorial. The first lesson is Punching. You enter the training screen (accessed during loading times moving forward) and face a single Affinity angel. Press the Punch button to hit it, then continue punching until the angel dies. You can keep this exercise going by triggering the appearance of additional angels or you can press the indicated button to proceed to the next tutorial.

Your instruction is complete once you successfully perform a Kick, then a Punch-Kick combo and an Evade. Press the Evade button when the countdown from three finishes (when "zero" would rhythmically occur).



WITCH TIME

Witch Time is similar to the ever-popular video game staple *bullet time*. To trigger this mode, you must perform a dodge at the very last second, just before the enemy's weapon makes contact. You then enter a state of slow motion for every character in the environment, except Bayonetta. During this limited time effect, Bayonetta can unleash her fury on multiple enemies, taking advantage of heightened awareness and agility in time and space.

CEMETERY BATTLE

Upon completion of the tutorial, you suddenly find yourself back in the cemetery facing three Affinities. Use your lessons to defeat these foes. Get familiar with the lock-on feature to target-select enemies with a big set of red lips. This allows you to hone in on your targets for weapon and hand-and-foot combat attacks.

A combo gauge appears in the top-right corner of the screen. This tallies combos completed using fist, feet, or weapons. Bonus points are awarded for combos performed during Witch Time. After the combo string is complete, the total is converted into Halo power-ups. Halos are used as currency to purchase weapons, items, and new skills from Rodin. Halos can also be collected (in set numbers, depending on the chosen difficulty level) from defeated enemies.

PUNISH

A group of four Affinities attack once you waste the first group of three. If you manage to kick-launch an enemy up into the air, you are given the opportunity to "Punish" them. Press the Punch button quickly and repeatedly to perform a finishing move where you sling the enemy violently to the ground by the feet multiple times until dead.

BULLET CLIMAX

Clear the cemetery of Affinities and the Decorations appear. The best way to eliminate these floating heads is to shoot them with your hand-guns. Once you defeat one, you enter a shooting tutorial for shooting out of an active combo, as well as how to perform *Bullet Climax*. Rotate the left stick while pressing the Punch or Kick button to fire all around you. Once in Bullet Climax mode, press the Punch button rapidly to maintain the attack. During this stage of Bullet Climax, you can aim at new targets using the left stick.

FOLLOW ENZO

Use your newly discovered skills to eliminate the mix of Affinities and [Dear & Decorations]. In modes harder than Normal, a Grace and a Glory also attack. Once the cemetery is void of enemies, Enzo appears in a cinematic and is quickly whisked away in the talons of a swooping Applaud.

When control returns to you, follow Enzo through the broken area of fence to the left of the mausoleum where the Applaud broke through. Leap into the air and press and hold the Jump button to glide down to the ground. You can also press the Jump button a second time to perform a double jump as indicated by the on-screen tip.

APPLAUD

Bayonetta lands and crinkles the hood of Enzo's tricked out convertible. Enzo, however, is unaware of exactly who damaged his vehicle since everyone is invisible to him. More enemies appear below the cemetery. Attack and defeat the four spear-toting Affinities. Notice the enemy gauge at the bottom of the screen. This is an Applaud's health gauge—the angel that carried Enzo in its talons. Drain the health bar to defeat the Applaud.

Continue moving to avoid its explosive arrows while taking out as many of the Affinities as possible before giving the Applaud your full attention. It floats above the battle arena shooting its bow with charged explosive arrows. Dodging these projectiles is easy as long as you can keep it in view as you fight the Affinities. Once its minions are out of the picture, use your handguns to defeat the floating Applaud. You can also use jump combos to damage the beast. Attempt Witch Time as often as you can to gain the upper hand in battle.

Once the Applaud touches down, it's easy to run behind the slow-moving boss and attack from the backside. Try to send this foe up into the air, and get below for the catch to follow up with a Punish move.

VERSE ENDING RESULTS: MEDAL AWARD

After defeating all the enemies, including the Applaud, you receive an on-screen results display. Your performance in the Verse (a complete mission within a Chapter) is documented and individual achievements are rewarded. Combo points, Time taken, and Damage received determine your coin award: Bronze, Silver, Gold, or Platinum. A bonus is also given. All of these totals are tallied at the end of the Chapter and a trophy award is given. The trophy ranges from stone (lowest) all the way up to platinum.

UNLOCKED: SCARBOROUGH FAIR

FALLING AIRCRAFT: VERSE 2

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Affinities (Spear) groups of 3—unlimited within time limit..

HARD (and above) MODES

Stage 1: Grace & Glory —unlimited within time limit.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	3680	0	1:20	2660	0	2:30	1860	0	2:20	1250	0
GOLD	1:15	1952	500	1:30	1484	500	3:10	1104	1000	2:40	800	1500
SILVER	1:30	1376	1000	1:40	1092	1000	3:50	852	2000	3:00	650	3000
BRONZE	1:45	800	1500	1:50	700	1500	4:30	600	3000	3:20	500	4500

While riding shotgun in Enzo's damaged car, you learn that 20 years ago Bayonetta was stuck at the bottom of a lake in a casket and must now sacrifice angels to keep them from dragging her back to hell. Enzo has information on the missing stone from the emblem she wears on her chest. You discover a bug on Enzo and, a moment later, an aircraft plays kamikaze with your ride. While in slow motion, Bayonetta hops onto the wing of the aircraft and meets Jeanne and a horde of angels.

SLOW MOTION

This Verse begins in slow motion as the plane skids down the highway toward a brick wall. You must perform three Torture attacks in the time allotted to avoid hitting the wall and failing the mission. The slow-motion sequence ends after two successful torture attacks. In the Hard modes, all of the action occurs in regular time; you move at normal speed from the start of the challenge.

PERFORM THREE TORTURE ATTACKS: BEAT THE CLOCK

Several new screen gauges appear at the beginning of this challenge. Your Health gauge is in the top-left corner; just below that is a row of empty magic slots in your Magic gauge, followed by the Torture Attack gauge. Currently, you have 0 out of 3 attacks completed.

Surviving the plane wreck requires the completion of three Torture Attacks. To do this, you must first fill your Magic gauge by attacking enemies. Then hold down both the Punch and Kick buttons when near an enemy. One Torture Attack completely drains the Magic gauge. During this sequence, you can repeatedly tap the Kick button to increase bonus points from the attack. Torture types are random and range from the use of an iron maiden to a guillotine, all of which are fantastic to watch!

ALLOTTED TIME

Notice the clock counting down at the top of the screen. If you do not perform three Torture Attacks before time expires, you fail the mission. Also note that this is not true time; the second set of digits counts down from 99 to 00 before subtracting one from the first set of numbers, which move faster than seconds. The true time of the Normal mode challenge is two minutes.

After defeating a set number of enemies, an Arcade Bullet is awarded. In this stage, only Halos and Arcade Bullets are acquired from the fallen enemies. Arcade Bullets are used to play *Angel Attack,* a mini-game that is automatically reached between Chapters. One pack contains three bullets for use during the game. The more bullets you acquire for this game, the better your chances of earning enough points to claim a useful prize.

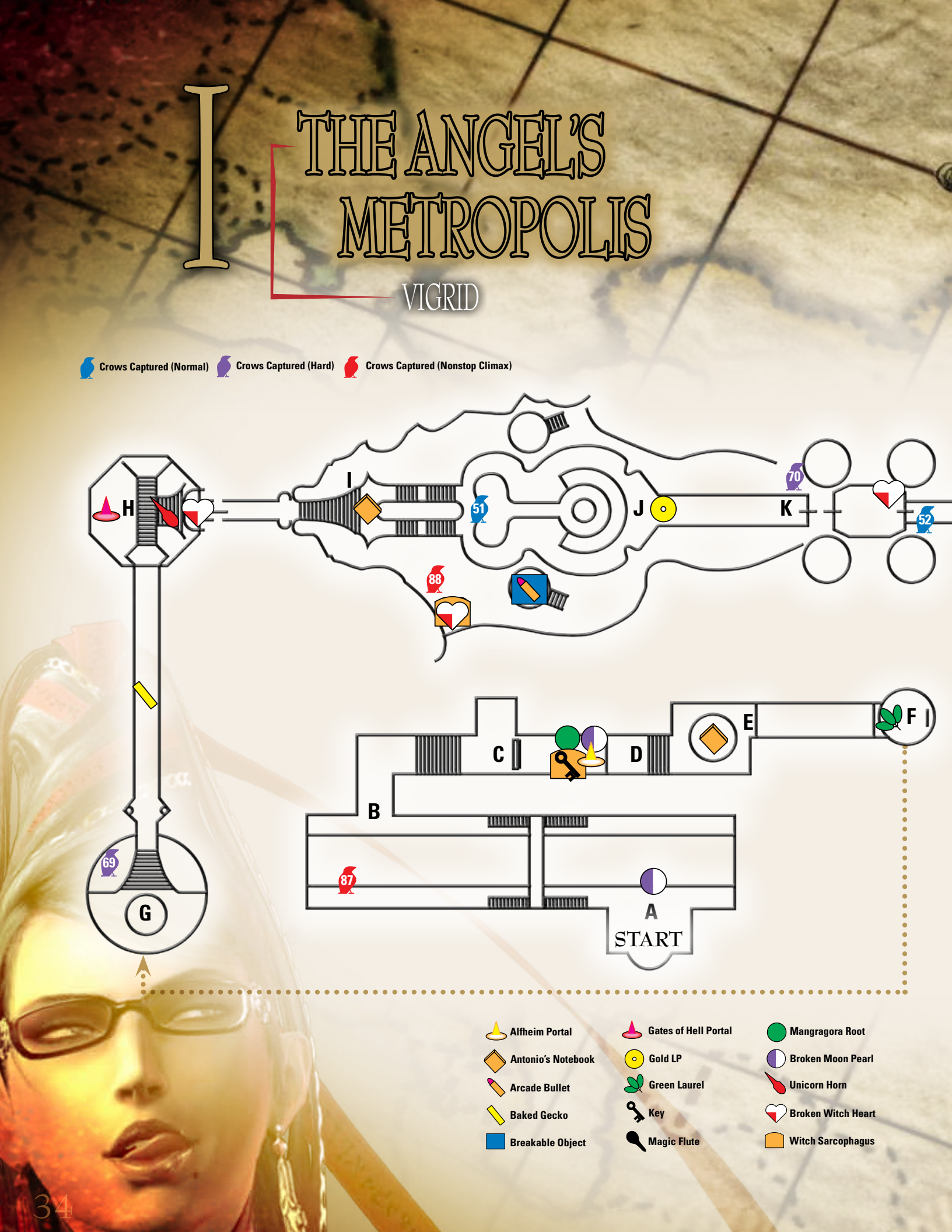
After completing the challenge, Jeanne and Bayonetta work together to defeat the remaining Affinities before parting ways. Bayonetta returns to the real world just in time to save Enzo from a horrific accident. She experiences a quick flashback, which ends with Jeanne's knife in her gut. Perhaps they're not friends after all…

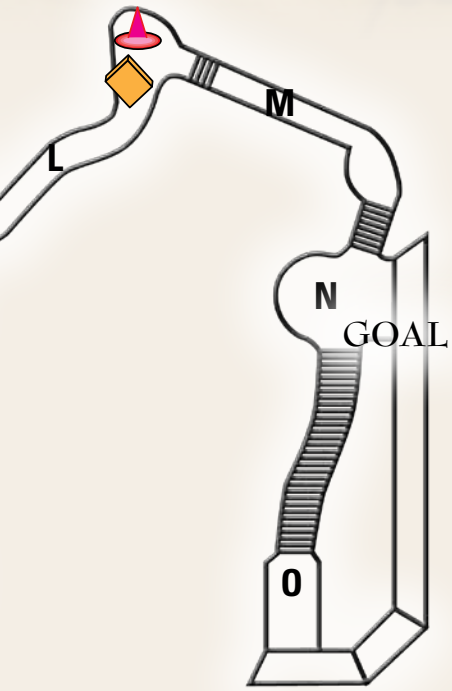
THE GATES OF HELL

At the Gates of Hell, Rodin vaguely explains three of the four realms we live in: Human World (reality), Inferno (hell), and Paradiso (heaven); leaving off Purgatorio (purgatory) in the middle of the three. He then produces a gift… well, four to be exact. He hands over the **Scarborough Fair** handguns. These weapons have much more stopping power than the ones Rodin handed over in the cemetery.

I THE ANGEL'S METROPOLIS

VIGRID





Enzo's intel points to what could be the stone you are searching for. Much attention was focused on this overpriced black-market gem as it popped up and quickly went off radar as it was rejected for the high price. You now head to Vigrid, Europe, to track down the owner of this expensive artifact.

KEY ITEMS: BROKEN MOON PEARL FRAGMENT, ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x3

HARD (and above) MODES
Joy x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	0:30	1250	0	1:00	800	0	1:50	480	0
GOLD	1:07	560	500	0:40	800	500	1:20	560	1000	2:27	372	1500
SILVER	1:24	480	1000	0:50	650	1000	1:40	480	2000	3:04	336	3000
BRONZE	1:40	400	1500	1:00	500	1500	2:00	400	3000	3:40	300	4500

CENTRAL STATION PLATFORM

You enter the Vigrid train station while in the Purgatorio realm; humans cannot see you and you may not intervene in their affairs. We suggest running around the train station's upper and lower level, demolishing benches and other objects to uncover items. Destroyed items often yield a small number of Halos or ingredient items such as Unicorn Horns, Mandragora Root, or Baked Gecko used for concocting usable items. By breaking objects, you can also find Purple Butterflies (yields magic power) and Green Laurel (revives vitality instantly).

Destroying all the benches on the upper level forces the train to leave the station; however, read our "10,000 Halos" tip before you do this. Once the train leaves the station, look on the tracks where it was parked **(A)** to discover the **Broken Moon Pearl.** This is only a piece of a Moon Pearl. Gathering two of these increases the limit of your Magic Power. There's a pair to be had before you exit the train station facility. As with other one-time items, an **Arcade Bullet** will be in its place the next time you play through the level to try to improve your score.

10,000 HALOS

Destroy all but one of the benches on the upper level. The saved bench should be on the side closest to the train. The train will leave the station, heading back through the same tunnel where it entered. Destroy the final bench, then leap over the balcony railing and land on the top of the train. Ride it through the tunnel exit to receive 10,000 Halos!

87 CLIMAX MODE UMBRAN TEARS OF BLOOD LOCATION

The Climax mode Crow is a rather slow bird. Find it standing on the sidewalk next to the rails on the left side of the station. Just walk up to it and "Grab" it.

STATION HALLWAY

Once you've collected the Broken Moon Pearl, proceed to the exit with the metal detectors **(B)**. Once you pass through the security checkpoint, shutter doors close behind you and seal that passage for good.

Head to the end of the hallway and locate the secret door **(C)** with the mysterious embedded sphere. Perform combos on the door until it glows. Once the bricks separate, walk through the doorway into the next passageway.

Shoot the statues to your right and left as you enter the next area to recover Halos. Jump down into the pit below and find the Mandragora Root on the highest tier. Continue to the floor level and smash the **witch's sarcophagus** located in the large nook. You'll uncover a very large **key**. Pick up the key using the Action button and return to the upper hallway. Using the key as a weapon, defeat the spear-toting Affinities that appear near the entryway. Use some magic power and execute a Torture Attack.

Perform an extended jump and glide over the gap to reach the continuing hallway and the locked door **(D)**; this is where the key belongs. Approach the door and press the Action button to insert the key and unlock the door.

KEY ITEMS: A VOYAGE TOWARDS THE TRUTH JOURNAL

ENEMY ENCOUNTERS

EASY MODES
Affinity (Spears) x2, Decorations x3

NORMAL MODE
Affinity (Spear) x3

HARD (and above) MODES
Joy x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:30	260	0	1:40	1250	0	2:00	480	0
GOLD	0:40	—	500	0:40	224	500	2:14	800	1000	2:40	372	1500
SILVER	0:50	—	1000	0:50	212	1000	2:47	650	2000	3:20	336	3000
BRONZE	1:00	—	1500	1:00	200	1500	3:20	500	3000	4:00	300	4500

TRAIN STATION CATACOMBS

Find **A Voyage Towards The Truth** near the statues before the water. Books such as this can be found in all new territories. These are Antonio Redgrave's journals and can be accessed and perused via the File option in the Pause menu. Page to Antonio's Notebook using the left control stick and press OK to open the book. Scroll down through the text using the D-pad or the left control stick.

Examining the broken statue near the water initiates an angelic battle. Before the fray begins, an informational screen explaining Wicked Weave appears. It states Wicked Weave techniques use Bayonetta's hair as a conduit to summon forth demonic entities. Connect these techniques to punch or kick combos for a dev-astating finish. Wicked Weaves are the product of certain punch kick combos. See our Moves List for the entire catalog of Wicked Weave summons.

See how many Wicked Weaves you can perform on the three spear-wielding Affinities that appear in the catacomb. Once you've defeated the enemy, the broken statue **(E)** is miraculously repaired. A message reads, "Lumen Sage and Umbra Witch. When their powers meet in a test of strength, the lightning released will be your test. If you wish to walk upon water, prove your mettle by dodging the lighting in a single hair's breadth."

CROSSING WATER

To cross the water-filled hallway, you must lift either crystal statue and wait for the automatic countdown from 10 to Evade lightning on zero, or press the Action button to cancel the countdown and immediately Evade the striking lightning to enter Witch Time. Jump off the ledge and run across the top of the water to reach the other side during this slow motion state. In Hard mode, you can simply use Crow Within to fly across the water.

Once on the other side of the hallway, you'll find a Green Laurel on the floor before the next Golem Wall **(F)**. Step up to the barrier and perform combos on it until all the bricks light up. A lift platform in the middle of the room appears once the barrier disintegrates, but don't ride it up just yet. Making the lift accessible unlocks a secret Alfheim Battle Arena in a previous hallway…

NORMAL MODE AND ABOVE ONLY

Alfheim Battle Arenas do not appear when playing in modes easier than Normal.

KEY ITEMS: MOON PEARL FRAGMENT

VERSE 3: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x1
Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
Stage 3: Applaud (Bow) x2

HARD MODE

Stage 1: Applaud (Spear) x1, Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
Stage 3: Ardor x3

NONSTOP CLIMAX MODE

Stage 1: Ardor x1, Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 2: Gracious & Glorious, Affinity (Spear) x2, Affinity (Flail) x2
Stage 3: Joy x1, Ardor x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:10	1860	0	4:20	8360	0	4:30	4950	0
GOLD	—	—	—	2:17	1104	400	4:40	4004	400	4:50	2520	400
SILVER	—	—	—	2:23	852	800	5:00	2552	800	5:11	1710	800
BRONZE	—	—	—	2:30	600	1200	5:20	1100	1200	5:32	900	1200

USE WITCH TIME!

Defeat all the angels before time expires. Enemy defeats only count when killed during Witch Time (unless Torture Attack is in progress while Witch Time runs out).

MODE	TIME LIMIT	HP
Normal	2:40	5
Hard	4:50	4
Climax	5:00	3

Destroying the witch barrier unlocks an Alfheim portal in the pit where you found the large door key. Enter the glowing marker inside the pit and press the Action button to enter the challenge.

The Reward in this battle goes beyond the unlocked Moon Pearl Fragment; beating this challenge also improves your knowledge of combos and helps you master Witch Time.

FIRST STAGE

First, notice that your health gauge has been altered; it now consists of five green spheres. Each hit received darkens one sphere. That means getting hit five times (in Normal mode) fails the challenge.

Three Affinities bring their fight to the first stage of the battle and they all hold different weapons—spear, flail, and trumpet. Your goal is to defeat them all as quickly as possible, preferably with at least 2:00:00 remaining on the clock.

Get your Wicked Weave attacks to hit more than one enemy at a time. Also try to achieve at least one Torture Attack and use combos that end with a Punish opportunity. You cannot damage enemies once Witch Time ends unless you're already punishing an enemy by slamming him back and forth to the ground (the pistol slap punish will not damage foes in real time). Avoid combos that send opponents up into the air unless you can finish it with a Wicked Weave. Start your combos out with punches instead of kicks to keep your enemy within reach. Jumping often puts an early end to Witch Time.

The Affinities have two attacks that can be dodged for an opportunity to enter Witch Time: a weapon attack and a forward hand slash. Use the sound of the weapon swing to help gauge the Evade timing. For unarmed hand swings, the enemies' hands glow just before the swing. Make sure you're close enough to the attacks when you Evade to enter Witch Time. Finally, the trumpeter's horn blows just before shooting a fireball projectile. Evading this also enables Witch Time. While in this state, you can knock the fireball back at opponents. Wielding the trumpet allows you to turn this attack back on the enemy!

Use taunts on enemies that seem reluctant to attack on your tight time schedule. If the initial three enemies are close to death, save your full magic gauge to unleash a Torture move on the Applaud in the next stage. Try to steal one of the weapons from the first group to enter the second stage armed. Weapons are always dropped after a Torture Attack. The flail is ideal for throttling multiple foes at close range. Using the Kick button allows you to swing the weapon around, damaging surrounding enemies. Hit enough and you can finish them off with a couple hits during Witch Time.

STAGE TWO

The second stage of battle pits you against four Affinities (two spears, two flails) and a large bow-wielding Applaud. The Applaud should be your main concern. Always know where this guy is; he has a few long-range attacks, each of which can be dodged at the last second to access Witch Time. His close range bow-swiping attack is another way to enter this state, but it's tough to get the split-second timing down. Keep your distance and use his arrow, ground spike, or flying swoop attacks for Witch Time opportunities. Getting this guy out of the picture early is key to your success.

If you have a flail, use it on as many enemies as you can and make sure the Applaud is one of them. If the spear is your weapon, perform the pole swinging attack by pressing the Kick button to initiate the attack and then rotating the left control stick to spin. Just make sure to end it before returning to real time; otherwise, enemies can harm you if you're still in a long combo or special attack when Witch Time ends.

Do everything you can to obtain the Applaud's bow—it's a great weapon to have for the final stage of the battle. Performing a Torture Attack is the good way of guaranteeing this weapon is dropped. Try to go into the third stage of the battle with at least 50 seconds remaining on the clock.

THIRD STAGE

You face two Applauds in the final stage of the Battle Arena. If you have a weapon from the previous stage, you'll be in good shape; if you have the previous Applaud's bow, then you'll be doing great! With the bow, press the Kick button to fire a devastating shot. Don't waste ammo[save your arrows for Witch Time. It could take a couple hits per Applaud, but the time you save using this weapon will likely tilt the battle in your favor as you race against the clock. If the Applauds are close to each other, opt for the swinging bow attack. Press the Punch button multiple times to extend and spin the bow like helicopter blades, devastating anything within range. If you are weaponless in this stage, rely on your Wicked Weave attacks.

MOON PEARL FRAGMENT

The glorious **Moon Pearl Fragment** appears on the stump near the bridge once you've beaten the challenge. Notice your Magic Gauge before you pick it up. This item increases the limit of your magical powers! After obtaining it, a magic power reserve appears to the left of the gauge. You can now unleash more Torture Attacks during a single battle.

Return to the Battle Arena entrance and head back through the underground tunnels. Cross the water in Witch Time via the statues **(E)**, then access the lift **(F)** to reach a new area of the train station **(G)**.

KEY ITEMS: BROKEN WITCH HEART (2), THE CRYSTAL WITCH & SAGE JOURNAL, ARCADE BULLET (1), ONYX ROSES, TROIS MARCHES MILITAIRES (GOLDEN LP) + ACCESS TO ONYX ROSES IN SHOP

VERSE 4: CENTRAL STATION

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Applaud (Spear) x1, Affinity (Spear) x3
Stage 2: Decorations x3, Affinity (Trumpet) x1, Affinity (flail) x1, Decorations x3, Affinity (Flail) x1, Decorations x3, Affinity (Trumpet) x1, Applaud (Spear) x1
Stage 3: Beloved x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:50	16100	0	2:30	74400	0	2:50	23360	0	3:20	44000	0
GOLD	2:27	7280	500	3:20	31200	500	3:47	10304	1000	4:27	18800	1500
SILVER	3:04	4340	1000	4:10	16800	1000	4:44	5952	2000	5:34	10400	3000
BRONZE	3:40	1400	1500	5:00	2400	1500	5:40	1600	3000	6:40	2000	4500

RODIN

Destroy the benches and planters in the area for items and Halos. Objects regenerate when you return from other areas that are far enough away. The regenerated objects contain new items to discover. Make a habit of always breaking everything in sight. Continue down the hallway, collecting the Baked Gecko in the middle of the passage on your way to the foyer **(H).** An encounter with Rodin occurs upon your arrival.

69 HARD MODE UMBRAN TEARS OF BLOOD LOCATION

The Hard mode Crow is located in the green shrubs on the left side stairs in the lift room. Jump into the air and use Crow Within to glide over the bird When it flies away, press the Action button when prompted to catch your prey.

Rodin explains that you can use your collected Halos as currency at his shop. The red glowing marker on the floor **(H)** is an access point to The Gates of Hell (Rodin's item shop). Destroy all the objects around this area to claim many items and Halos, then step on the red marker and head down to The Gates of Hell to see what Rodin's got for sale.

THE GATES OF HELL

Refer to the Game Basics section of this guide for more information on all things purchased at The Gates of Hell. Scroll through the available purchases in the Weapons, Accessories, Items, Techniques, and Rodin's Treasures categories. We suggest purchasing the Red Hot Shot item to recover from death during a battle and either the Air Dodge or Stiletto technique. Notice that Witch Hearts and Moon Pearls are available for purchase. That's great news. This allows you to increase your magic power and vitality limit beyond what is possible simply by finding the hidden versions of these items.

BROKEN WITCH HEART: FOYER BALCONY

Exit the Gates of Hell and return to the train station foyer above. Smash all the regenerated objects for more items. Notice the balcony above the outside exit. You can double-jump up to this balcony by launching yourself from the middle railing platforms below and to the left or right of the balcony (as pictured here).

Double-jump and glide onto the balcony to find your first **Broken Witch Heart**. Collect four of these to increase the limit of your Health gauge.

ITEM ASSIGNING

While we're on the subject, you can enter the Pause menu to access the Items sub-menu and concoct ingredient items into usable items that enhance your abilities. For details, see the Game Basics section of this guide. For now, whip up some simple concoctions to create Lollipops, then scroll back to the item wheel on the left.

Select an item and scroll it from "Use" to "Set." One of three green circles is now selectable inside the item wheel. Choose the slot where you wish to place the selected item. Fill all three slots with a variety of items for maximum impact. Now when you exit the Pause menu, three item categories are available to you by simply pressing the D-pad (directional buttons for PS3®) in the corresponding direction. Press the D-pad (directional buttons for PS3®) twice in that direction to actually use the selected item. These will come in handy for the upcoming boss battle in the fountain area.

CENTRAL STATION

Exit the foyer **(H)** and enter the garden area outside **(I)**. At the bottom of the stairs, pick up **The Crystal Witch & Sage journal**. Smash all breakable objects in the area for items and Halos.

51 NORMAL MODE UMBRAN TEARS OF BLOOD

There's a fountain at the bottom of the stairs with a Crow perched on its top wall. Around the bird's neck hangs a necklace of Umbran Tears Of Blood. There are several Crows hidden throughout the game, many of which are found only in more difficult modes. This one, however, can be seen and captured now. The trick is to approach and capture the Crow quickly before it flies away. If it escapes, leave the vicinity and return to try again—the crow will be found on the same perch. To nab this bird, double-jump from beneath it, then press the Action button to quickly grab the Crow as soon as the indicator appears on screen.

88 CLIMAX MODE UMBRAN TEARS OF BLOOD

The Climax mode Crow is in the first lamppost near the first tree on the right as you exit the station from the Gates of Hell area. This bird is slow, so just jump to it or crow fly and "Grab" it.

BULLET FOR CROW

When you replay the chapter to better your score, an Arcade Bullet appears in the place of the captured Crow. Arcade Bullets always take the place of single-use items.

BROKEN WITCH HEART

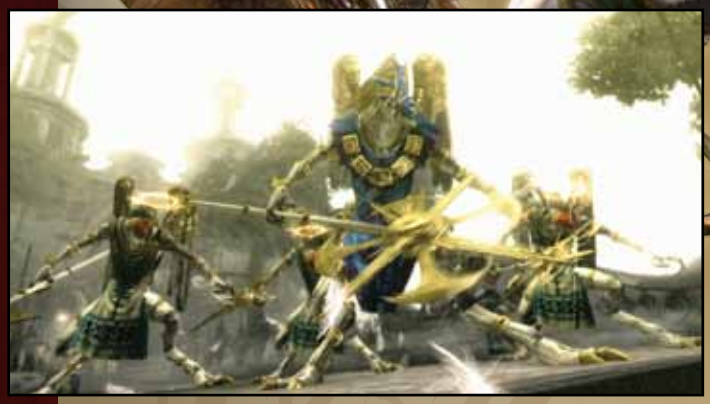
Venture into the wooded area to the right of the fountain area. There's a gold-topped chest just before the pillar gazebo. Break it open to reveal the **Broken Witch Heart.**

ARCADE BULLET

Approach the pillar gazebo on the right side of the garden and shoot or hit the vase inside to release an **Arcade Bullet**. This provides a little more ammo for the next Angel Attack challenge.

BELOVED

UNLOCK: TROIS MARCHES MILITAIRES (GOLDEN LP)



STAGE ONE: APPLAUD & AFFINITIES

A cinematic is triggered as you wander past the large central fountain **(J)**. A Third Sphere Applaud Archangel with a team of spear-wielding Affinities descend from the heavens and the first stage of the boss battle begins. Take out the Affinities and try to nab a spear. This weapon can be used in a variety of attack styles by pressing the Punch and Kick buttons. Pressing Kick repeatedly swings the spear like a pole. Quickly rotate the left stick to twirl the spear, taking out enemies at close range with your feet. The Applaud drops several Halos, a few Magic Power power-ups, and his spear.

STAGE TWO: DECORATIONS, AFFINITIES & AN APPLAUD

The next stage pits you against a pack of angels wielding a variety of weapons. Defeat them using Witch Time attacks, Wicked Weaves, Torture Attacks, and their own weapons.

You may be given a chance to use Panther Punt. The opportunity arises when you shoot a Decoration to the ground at your feet. This is a Torture Attack; you punt the Decoration and it instantly becomes a speeding fireball that hones in on enemies. After striking its target, it then bounces off and continues hitting multiple enemies before rocketing up into the air and exploding in a fiery finale.

STAGE THREE: BELOVED

The Beloved is a giant that crawls out the ground, clutching a large battle-axe in both hands. If you don't move from your starting position, the creature's first swing destroys the large fountain, revealing a few Halos and a Mangragora Root.

This enormous foe is very slow, so it's easy to get behind and attack its hindquarters. The glowing red emblem on its back seems to be especially vulnerable. Use jump attacks and your firearms to reach this target. Just be wary of the Beloved's long-range axe swing, which can hit its mark even when you're behind the beast. The Beloved can also reach around its back to grasp and squeeze you in its hand. When this happens, wiggle the left control stick quickly to break free and inflict a little counterattack damage, as well.

Use Lollipops to enhance your attack power or provide temporary invincibility. (Using items and dying during battle has negative effects on your final score.) Once the Beloved's armor is removed through continuous abuse, it falls on hands and knees in a stunned state. Take this opportunity to jump above the boss and perform ground pounding jump attacks on the emblem on its back. You can also shoot the emblem easily while it's hunched over.

During the final stage, continue to attack the emblem until you are coaxed to unleash the Climax attack by pressing Punch and Kick simultaneously. Bayonetta's hair forms a humongous infernal demon dog that rips the Beloved to shreds in a fantastic finishing move! During the cinematic, push the Action button furiously to increase your attack damage and bonus points.

AFTERMATH: GOLDEN LP

Following the battle, the **Trois Marches Militaires** appears near the destroyed fountain **(J)**. This golden LP features the crystallized voices of angels and can be traded for new weapons through Rodin in The Gates of Hell. Pick up the Beloved's dropped axe, then return to The Gates of Hell in the station's foyer to make the trade for the **Onyx Roses**. These can be placed in the A or B weapon slot, allowing you to now switch between your handguns and these extremely damaging shotguns.

VERSE 5: HIDDEN BATTLE

ENEMY ENCOUNTERS

EASY MODES
Applaud (Spear) x2

NORMAL MODE
Stage 1: Applaud (Spear) x1, Affinity (Flail) x3
Stage 2: Affinity (Flail) x1, Applaud (Spear) x3, Affinity (Trumpet) x1

HARD (and above) MODES
Grace & Glory

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	800	0	1:50	38000	0	1:00	1860	0	1:20	480	0
GOLD	0:54	560	500	2:27	16340	500	1:20	1104	1000	1:47	372	1500
SILVER	1:07	480	1000	3:04	9120	1000	1:40	852	2000	2:14	336	3000
BRONZE	1:20	400	1500	3:40	1900	1500	2:00	600	3000	2:40	300	4500

CENTRAL PLAZA LIFT POST VERSE 4

After completing Verse 4, you can access a hidden battle (extra verse) by heading back into central station and returning to the lift area **(G)** where you ascended from the underground station. Various types of enemies appear, depending on the difficulty mode, as you approach the lift (among those listed in our Enemy Encounters list). This guide covers Normal mode battles.

It's best to stay in the narrow hall and let the enemy come to you. This allows you to handle them in a single file manner. From the start, unleash any Magic Power in the beginning, then try to earn more as you pull off Wicked Weaves and Witch Time attacks. Pick up your foes' weapons to use against them.

KEY ITEMS: BROKEN WITCH HEART

VERSE 6

ENEMY ENCOUNTERS

ALL MODES

Affinity (Spear) x1, Affinity (Flail) x1.

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:30	260	0	0:30	260	0	0:30	110	0
GOLD	0:40	—	500	0:40	224	500	0:40	224	1000	0:40	—	1500
SILVER	0:50	—	1000	0:50	212	1000	0:50	212	2000	0:50	—	3000
BRONZE	1:00	—	1500	1:00	200	1500	1:00	200	3000	1:00	—	4500

THE ARBOR

Head back to the fountain area and approach the closed door at the top of the next set of stairs **(K)**. Smash the plants on the patio to your right to claim several items, then grab the Halos on the left patio.

70 HARD MODE UMBRAN TEARS OF BLOOD

Hard mode Crow 70 is perched on top of the arch to the left of the porch at the end of the garden area. Stand below the bird and double-jump up beside the arch and catch it with the Action button when prompted and before if flies away.

Open the door to the arbor. As you enter, two Affinities smash through the windows and attack. One is armed with a flail and the other wields a spear. If you have full Magic power, unleash a Torture Attack on one and wipe out the second using the first Affinity's weapon.

BROKEN WITCH HEART

Before you leave the arbor through the Golem Wall, smash all of the vases and objects in the room for items—and don't forget to jump onto the upper balcony to retrieve the **Broken Witch Heart.** The barrel beside the heart contains a purple butterfly that will refill some of your Magic Gauge.

Break through the Golem Wall door, then stop on the stairs of the next exterior area. Look on the rail to the right, above the stairs to spot a **Crow** wearing a curious necklace…

52 NORMAL MODE UMBRAN TEARS OF BLOOD

There's a Crow wearing the Umbran Tears of Blood necklace on the right railing, above the stairs as you exit the arbor through the Golem Wall. Perform a normal jump from beneath the bird, then press the Action button when indicated as you pass above it.

KEY ITEMS: A WITCH'S BREW JOURNAL

VERSE 7

ENEMY ENCOUNTERS

ALL MODES

Fortitudo

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	260	0	1:30	480	0	2:20	260	0	2:10	260	0
GOLD	1:20	224	500	2:00	372	500	3:07	224	1000	2:54	224	1500
SILVER	1:40	212	1000	2:30	336	1000	3:54	212	2000	3:37	212	3000
BRONZE	2:00	200	1500	3:00	300	1500	4:40	200	3000	4:20	200	4500

FLASHBACK

Bayonetta experiences a flashback as she crosses the first bridge **(L)** at the bottom of the stairs. She's dressed in period witch attire and is armed with old familiar pistols. You do not have access to another set of weapons during this fight. Suddenly, two witches run past while shooting at the large, flying Fortitudo in the ravine to the right. The ancient battle replays.

FORTITUDO

The two-headed, flying dragon with the upside-down statue head known as Fortitudo flies in the ravine to the right of the bridge. You must remain on the bridge as the boss blows fiery meteors at you. The only way to damage this creature is to unload your pistols on him, and the easiest and safest method is to enter Witch Time by evading a flying meteor attack. As soon as you enter this state, empty your handguns into the dragon's mouth and snout.

Run up and down along the first bridge section. If you head around the corner to where the other two witches are attacking the beast, you'll encounter a different part of the battle that can be avoided altogether. In this unnecessary stage, Fortitudo eats both witches before clearing the pillars from the bridge section. The boss then attacks using both heads as blunt force clubs. Getting platinum, no damage, and high bonus score against Fortitudo is much more manageable from the first bridge section since it avoids this second portion of the battle completely.

This isn't the last time you'll encounter Fortitudo—the creature is not defeated in this flashback. You must deplete about 30% of its health before it retreats, ending the battle successfully.

Head to the bottom of the next set of stairs and find **A Witch's Brew journal** near the Gates of Hell portal, then cross the next bridge **(13)**.

As you cross the bridge **(M)**, a large Beloved scales the cliff along the left side of the bridge. An avalanche prevents you from exiting the bridge the way you entered and a locked gate prevents your escape in the other direction. You can start shooting the Beloved as it crawls up to score some damage early—before it swipes its arm across the bridge and grabs hold of the bridge.

Jump over the arm sweep attack or perform a last-second Evade to enter Witch Time. The beast clutches the bridge and rips it upward off its base, then starts swinging it into the mountainside. Attack the hand that's holding the bridge. Perform non-stop multiple jump combos that end with ground pounding attacks.

Continue this barrage of jump attacks until the Beloved's Health gauge is completely drained. The depleted creature tosses the bridge into the distance while you struggle to stay aboard. When prompted, quickly press the Jump button while holding the left stick upward to leap from the flying bridge section to the next clearing **(N)**.

Follow the next set of stairs/bridge down toward the spire. As you approach the bottom, the Beloved appears again as he smashes through the stairs **(O)**. Retreat up the steps quickly and keep going until you're back in the clearing **(N)**.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	2660	0	1:50	4950	0	1:50	4950	0	2:00	2660	0
GOLD	1:47	1484	500	2:27	2520	500	2:20	2520	1000	2:40	1484	1500
SILVER	2:14	1092	1000	3:04	1710	1000	2:50	1710	2000	3:20	1092	3000
BRONZE	2:40	700	1500	3:40	900	1500	3:20	900	3000	4:00	700	4500

The Beloved struggles to clamber all the way up the crumbling stairs and latches onto the side of your platform. Avoid the beast's swinging arms and slamming hands as it struggles to maintain a solid grip. Attack its hands continually with your most powerful combos. Stay close to its swiping hand attacks to Evade them at the last second and enter Witch Time. During this state, continue to unleash your devastating moves on its gripping hands, bobbing head, and occasionally exposed neck and chest area. Continue this until the Beloved's Health gauge is once again completely drained.

Just before the creature is finished, you are prompted to perform the Climax finishing move on it. Press the Punch and Kick buttons simultaneously to summon the infernal demon from Bayonetta's hair suit. The Beloved, seeing her completely unclothed, tries to get one last grab in before dying. Bayonetta completes this death wish by quickly shooting one of the creature's fingers off just before it is fatally slammed into a wall and devoured by the infernal demon. Rapidly mash the Action button to rack up the 500 point bonus max during this execution.

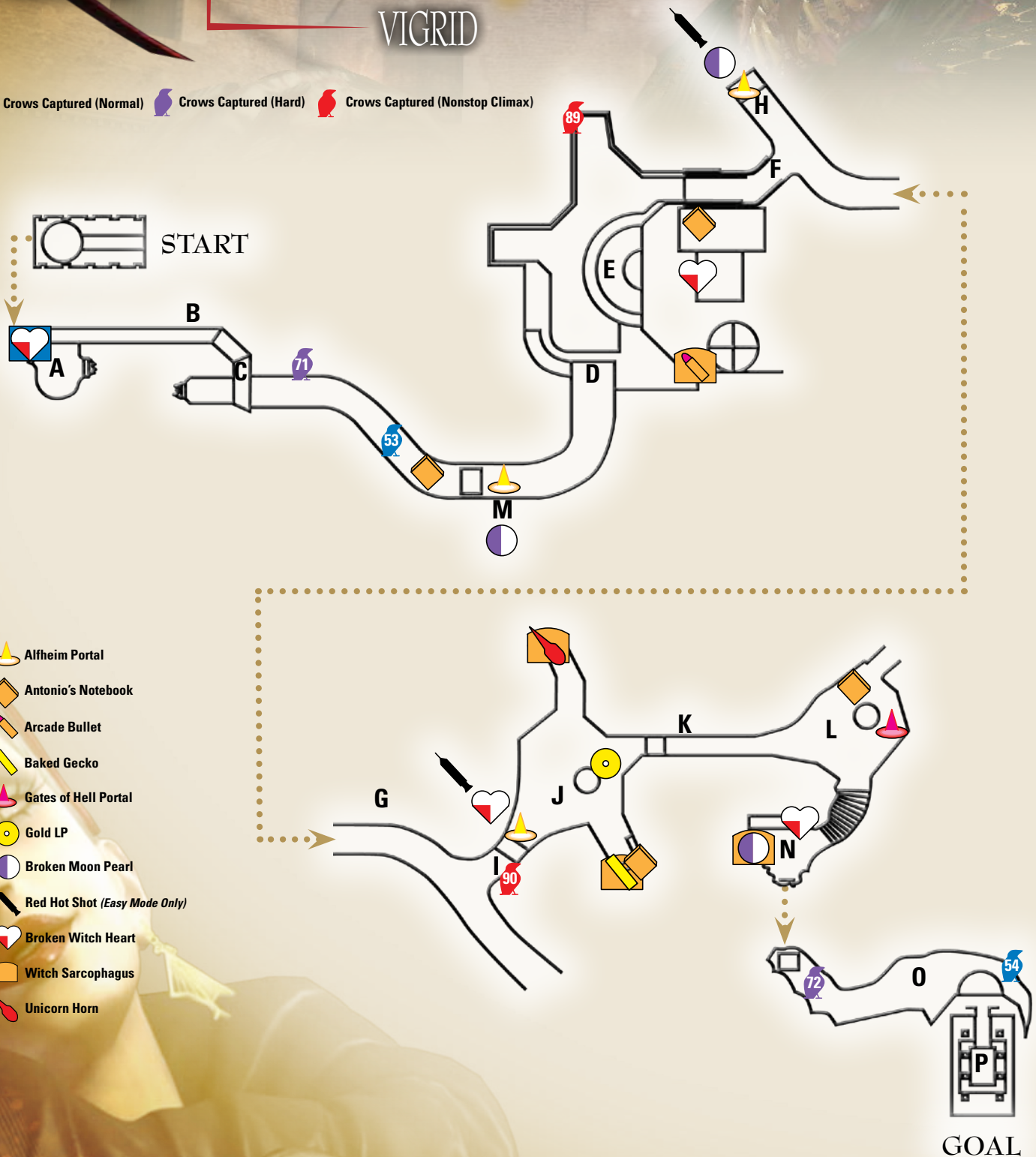
AWARDS & ANGEL ATTACK

Defeating this boss completes Chapter 1. You receive your bonuses and, if this is your second time through, you are given the option of updating your previous achievement. Afterward, another game of Angel Attack is reached. You should have loads of Arcade Bullets if you've followed our walkthrough closely. If you get enough points, we suggest purchasing the Blue Witch Heart.

II VIGRID, CITY OF DÉJÀ VU

VIGRID

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)



- Alfheim Portal
- Antonio's Notebook
- Arcade Bullet
- Baked Gecko
- Gates of Hell Portal
- Gold LP
- Broken Moon Pearl
- Red Hot Shot *(Easy Mode Only)*
- Broken Witch Heart
- Witch Sarcophagus
- Unicorn Horn

ALL MODES

Jeanne

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	110	0	1:20	110	0	2:30	800	0	2:30	480	0
GOLD	1:20	—	500	1:47	—	500	3:20	560	1000	3:20	372	1500
SILVER	1:40	—	1000	2:14	—	1000	4:10	480	2000	4:10	336	3000
BRONZE	2:00	—	1500	2:40	—	1500	5:00	400	3000	5:00	300	4500

After defeating the Beloved in Chapter I, Jeanne stylishly arrives in Vigrid on a motorcycle that falls from the sky, surrounded by angels. She conquers these enemies, then stops on the side of a wall, defying gravity for a chance to chat. Jeanne begins filling in the holes of Bayonetta's personal history. You learn that Bayonetta was an Umbran outcast because of impure Witch blood. Jeanne challenged her to a battle to prove herself to the Umbran Witches. That's where Chapter II begins—during that challenge…

JEANNE

This battle occurs during a flashback of the day Jeanne ill advisedly selected Bayonetta, the Umbran Witch outcast to join in a witch trial battle so she could earn the right to fight under the Umbran name. The battle begins with Jeanne defying gravity as she stands on a nearby wall.

When the moon shines bright in the sky, face a wall and press the Jump button to Witch Walk. This allows you to defy gravity and walk on all sides of the training room interior. To cancel Witch Walk, jump in the air and click the left control stick to drop to the floor.

You won't have access to any new weapons you may have equipped in the previous chapter. Also, Witch Time does not work when fighting a witch. Jeanne is very resistant to bullet attacks. However, firing your weapon is a great way to quickly find Jeanne if you've lost sight of her. Follow the spray of your automatic target-locking guns and you'll locate Jeanne easily.

Although you do not have access to alternate weapons in this battle, you can use items. (in Normal and Easy modes) Choose those that enhance your attack strength or provide temporary invincibility. Just be aware that using items negatively affects your score. Avoid Jeanne's attacks as often as possible and fight at close range so she doesn't use her guns. Chain Wicked Weave attack combos together (Punch, Kick, Punch) to defeat Jeanne quickly. After the battle, you earn a new skill: Witch Walk. This can be used only when the moon is shining.

VERSE 2

KEY ITEMS BROKEN WITCH HEART (2), AN UNKNOWN METAL WALL JOURNAL, ARCADE BULLET, NOTES ON THE TOPIC OF MAGIC-1 JOURNAL.

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Dear and Decorations, Affinity (Spear) x2, Decorations x5

HARD (and above) MODES

Dear & Decorations, Applaud (Spear) x1, Affinity (Spear) x1, Decorations x5

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	480	0	0:50	1250	0	1:30	2660	0	1:00	800	0
GOLD	0:54	372	500	1:07	800	500	2:00	1484	1000	1:20	560	1500
SILVER	1:07	336	1000	1:24	650	1000	2:30	1092	2000	1:40	480	3000
BRONZE	1:20	300	1500	1:40	500	1500	3:00	700	3000	2:00	400	4500

WALL CLIMBING BATTLE

You begin on the platform **(A)** where you were standing before the battle with Jeanne. Witch Walk along the nearby wall to the top-left gargoyle, then destroy it to find the **Broken Witch Heart**.

Continue Witch Walking to the right while shooting more gargoyles for the items they drop. Eventually, Dear and Decorations appear **(B)**. Dear begins the battle by opening its head and shooting a meteor. You can use this initial attack to enter Witch Time. It's a good idea to use your shotguns on the group. Perform a Bullet Climax move, aiming your weapons directly at the mass of Decorations.

Next, a couple of Affinities with spears and five more Decorations attack. Shoot the Decorations quickly and use Wicked Weave attacks on the Affinities. There's an opportunity to grab an Affinity if you manage to knock one to the ground. Once downed, the Affinity slides to the edge (remember, you're on a wall). Pick up the angel via the Action button, then throw it into the water below by pressing the Kick button.

MOON CLOUDS OVER

Continue along the wall until you round a corner. When you reach the top of the main entrance, the clouds cover the moon and Witch Walk abruptly ends, dropping you to the ground before the city gates.

CITY STREETS

Explore the streets, taking note of the angel and witch statues at the entrance. There's a pair of Crows (in different modes) in this area. Catch your bird and find **An Unknown Metal Wall journal** a short distance ahead of the Normal mode Crow.

71 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is perched on a second floor windowsill, just past the crystal statues and on the left side of the street. Stand beneath the bird, then double-jump and catch it before it flies away.

53 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is in the middle of the street, amongst a few other feathered friends. Simply walk up to the bird and press the Action button before it gets away.

Lift either statue near the city entrance and run for the other end of the street as the lightning timer ticks down from 10. As you approach the Golem Wall **(D),** bypass the countdown by pressing the Action button, then Evade the bolt of lightning to enter Witch Time. Perform powerful combos on the barrier to break through.

Shoot out all the high and low windows to obtain items in the next street, then proceed into the courtyard area **(E)**. Smash all the plants and anything breakable on your way to the right side of the area. There's a chest containing an **Arcade Bullet** near a building with a shadowy overhang. Find the **Broken Witch Heart** way up by the ceiling. You can also find **Notes on the Topic of Magic-1** in this area. Walking beyond this building triggers a long cinematic where Luka is introduced for the first time.

ENEMY ENCOUNTERS

NORMAL (and below) MODES

Stage 1: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
Stage 2: Applaud (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x2, and Applaud (Bow) x1
Stage 3: Affinity (Spear) x2, Beloved x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Affinity (random) x1

HARD (and above) MODES

Stage 1: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2
Stage 2: Applaud (Spear) x1, Affinity (Trumpet) x1, Affinity (Flail) x2, and Applaud (Bow) x1
Stage 3: Applaud (Spear) x1, Applaud (Bow) x1, Beloved x1, Affinity (Spear) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	57860	0	2:30	129050	0	2:40	104760	0	3:10	65780	0
GOLD	2:40	24464	500	3:20	53360	500	3:34	43524	1000	4:14	27692	1500
SILVER	3:20	13332	1000	4:10	28130	1000	4:27	23112	2000	5:17	14996	3000
BRONZE	4:00	2200	1500	5:00	2900	1500	5:20	2700	3000	6:20	2300	4500

LUKA ENCOUNTER/COURTYARD BATTLE

In the courtyard cinematic, you learn that Luka's father freed Bayonetta from the casket at the bottom of the lake 20 years ago. Immediately after the witch is freed, young Luka witness the death of his father, with only Bayonetta upon which to place blame. Now as a paranormal reporter, Luka seeks to expose the truth about the legend of witches.

When the cinematic comes to a close, an epic battle begins. Your first target is an Applaud and two Affinities, along with another Affinity wielding a flail. Use Torture Attacks and take weapons and turn them back on the enemy. Perform a spin attack with the spears or swing the flail into multiple foes. Destroy the patio table and chairs to find a purple butterfly to fully restore your Magic gauge.

The next stage of the battle pits you against a similar group, but with an Applaud wielding a bow. Try to nab this new weapon as soon as possible. Bayonetta's long punch combo with the bow in hand has devastating results!

The final stage of battle adds a very large Beloved. Try to get a spear, then plant yourself amid a crowd of enemies. Spin on the spear (Kick button) and twirl around as fast as you can to eliminate multiple minions before concentrating your efforts on the Beloved.

Notice that the cars and vending machines around the area can be picked up and thrown at enemies. Similar to the delay involved with lifting statues, tossing environmental objects gives you the opportunity to delay the throw for 10 seconds; enough time to choose your targets more precisely.

Get behind the Beloved and perform multiple air-hanging combos on the red, glowing emblem on its back. With a quarter of health remaining, it scales a building and escapes to the rooftops to return to fight in a later battle. If this was the last enemy remaining, the battle ends when it escapes.

89 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is located on the third floor windowsill, in the corner indicated on our map. Stand directly below the window and perform three consecutive jumps while waiting to press the Jump button each time when you reach the highest point in each leap. Grab the bird at the peak of your final jump.

VERSE 4

ENEMY ENCOUNTERS

ALL MODES

Enchant x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:20	260	0	0:30	110	0	0:30	110	0
GOLD	0:40	—	500	0:27	224	500	0:40	—	1000	0:40	—	1500
SILVER	0:50	—	1000	0:34	212	1000	0:50	—	2000	0:50	—	3000
BRONZE	1:00	—	1500	0:40	200	1500	1:00	—	3000	1:00	—	4500

TROLLEY STREET BATTLE

Smash all barrels, plants, and windows for items before you enter the tunnel **(F)** to the next street where a trolley car is just departing.

Follow the street in the direction of the trolley and smash all breakable items along the way. When you reach a curve in the road **(G),** a distant explosion resonates from the opposite direction. When the cinematic ends, prepare to leap over the burning trolley car and earn an Achievement.

Three Enchants attack as you land on your feet from the trolley jump. These creatures resemble Decorations that roll around inside two parallel, bronze wheels. They're difficult to hit in real time, as they roll around very quickly. Their main attack looks like a fiery split wheel assault with a rope of flames between the circles.

The enemies attempt to roll over you while on fire. Evading this attack at the last moment allows you to enter Witch Time. Enchants are much more manageable when things are moving slowly. Use Bullet Climax when not in Witch Time to take them out quickly, especially when you're using the shotguns. Perform Wicked Punches/Kicks or any other short but powerful combo attack on them while in Witch Time.

VERSE 5: ALFHEIM

KEY ITEMS RED HOTSHOT (EASY MODES ONLY), BROKEN MOON PEARL FRAGMENT (NORMAL & ABOVE MODES)

ENEMY ENCOUNTERS

NORMAL MODE
Beloved

HARD (and above) MODES
Beloved x2

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	0:30	1250	0	1:20	3680	0	1:10	480	0
GOLD	—	—	—	0:32	800	400	1:26	1952	400	1:15	372	400
SILVER	—	—	—	0:33	650	800	1:32	1376	800	1:21	336	800
BRONZE	—	—	—	0:35	500	1200	1:38	800	1200	1:26	300	1200

LIMITED KICKS AND PUNCHES!

The trolley that slid through the street opened a doorway at the original end of the street **(H)**. An Alfheim Battle Arena portal has been unlocked. Enter Alfheim to attempt this challenge now. Defeat all the angels before time expires using the limited number of punches and kicks allotted.

MODE	TIME LIMITS	HP	PUNCH/KICK LIMITS
Normal	0:40	3	7/6
Hard	1:30	3	14/12
Climax	1:20	3	20/18

If you are hit three times, the mission is failed. The challenge begins with no Magic Power, so you cannot start things off with a Torture Attack. More damage is inflicted during Witch Time. Evade the enemy's swing to enter Witch Time before attempting any attacks. While in Witch Time, perform a Punch, Kick, Punch combo on the enemy's sensitive backside to deal out a Wicked Punch. Repeat this attack repeatedly only during Witch Time to complete the challenge.

VERSE 6: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Dear & Decorations x1, Enchant x3
Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Applaud (Spear) x1
Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 4: Applaud (Spear), Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) 2, Affinity (Trumpet) x2
Stage 5: Beloved x1

HARD (and above) MODES

Stage 1: Dear & Decorations x2
Stage 2: Enchants x5
Stage 3: Affinity (Spear) x2, Applaud (Spear) x1, Applaud (Bow) x1, Affinity (Trumpet) x2, Affinity (Horn) x1
Stage 4: Affinity (Trumpet) x2, Affinity (Flail) x2, Ardor x2, Affinity (Spear) x1
Stage 5: Beloved x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:20	205700	0	4:40	263809	0	6:00	224000	0
GOLD	—	—	—	3:30	84320	400	5:01	107744	400	6:28	91700	400
SILVER	—	—	—	3:40	43860	800	5:23	55722	800	6:55	47600	800
BRONZE	—	—	—	3:50	3400	1200	5:44	3700	1200	7:23	3500	1200

ALFHEIM

Head to the burning trolley area of the street, then head left and stop near the arch in the short tunnel that leads to the next courtyard. Double-jump up the wall to get to the top of the arch **(I)**. Smash the vases for items and Halos, then use the portal to reach Alfheim. In this challenge, you must defeat all the angels before time expires.

MODE	TIME LIMIT	HP
Normal	4:00	3
Hard	5:10	3
Climax	6:40	3

DEFEAT ALL ENEMIES!

Perform last-second Evades to not only enter Witch Time but to earn Magic Power. Unleash Torture Attacks when your Magic Gauge is full. Use Wicked Weave attacks and switch up your weapons between shotgun and handgun attacks. The most damaging attacks come from turning the enemies' weapons back on them during Witch Time. Pick up and use all the weapons that drop.

STAGE ONE

When you start the challenge, Evade the Dear's meteor at the last second to enter Witch Time, then hit the Dear & Decorations with a punch, kick, punch combo to summon the Wicked Weave. Do this a couple times quickly to wipe out this group immediately.

The best way to take out the Enchants is to get Bullet Climax with the shotguns on your feet. Evade an attack to enter Witch Time, then hone in on them with the manual aim and shoot. Do this a couple of times to eliminate them all.

STAGES TWO, THREE, & FOUR

If you have enough Magic Power for a Torture, target the Applaud. Grab a spear from a fallen Affinity and perform the pole swing attack while they crowd around you. Use the flails in Witch Time to defeat a few enemies while they're defenseless. Take the Applaud's bow for the next stage. Shoot the following Applaud with arrows or swing the bow around to wipe out multiple enemies at once. Repeat these tactics until the fifth stage.

STAGE FIVE

The large white Beloved is slow, but well armored. Attack from the rear and watch out for its hand that tries to grab you. Enter Witch Time when it swings its mighty axe or when it tries to grab you. Perform several Punch, Kick, Punch combos to hit it with the witch hand. Jump attacks to its back are also very effective. Finish the beast off before time expires and a **Broken Witch Heart** appears on the stump by the bridge.

90 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located on the edge of the rooftop above the Alfheim portal on the archway balcony. The bird is slow, so just jump from the top of the balcony and grab it.

KEY ITEMS QUASI UNA FANTASIA LP, NOTES ON THE TOPIC OF MAGIC-II JOURNAL, SHURABA

VERSE 7

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Enchant x5
Stage 2: Beloved X2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	4950	0	1:40	23360	0	2:10	23360	0	2:00	8360	0
GOLD	1:34	2520	500	2:14	10304	500	2:54	10304	1000	2:40	4004	1500
SILVER	1:57	1710	1000	2:47	5952	1000	3:37	5952	2000	3:20	2552	3000
BRONZE	2:20	900	1500	3:20	1600	1500	4:20	1600	3000	4:00	1100	4500

SECOND COURTYARD

Smash everything in the courtyard **(J)** for items and Halos. The Verse 7 battle begins as you approach the next tunnel exit **(K)**. If you mastered the last verse, then you know how to take out the Enchant quickly—Bullet Climax with shotguns on your feet. After clearing the first stage of enemies, the Beloved that escaped from the last courtyard returns for another round. Attack the creature until half of its health is gone and another Beloved crawls off a rooftop to enter the battle.

Concentrate on eliminating the injured Beloved first before dealing with the newly arrived healthy one. You may even luck out and enjoy the fortune of the newly arrived Beloved accidentally dealing the final blow to its injured brethren. Take the defeated Beloved's axe and turn it on the remaining foe. Press the Kick button to throw the axe like a boomerang. Finish off the final Beloved with the Gomorrah demon. Furiously mash the Action button to achieve the highest bonus.

After completing Verse 7, the **Quasi una Fantasia** LP appears in the courtyard. Pick it up and make sure to cash it in for a sword at The Gates of Hell! Break open the chests in the dead ends for a Mandragora Root and Baked Gecko. Climb to the top of the stairs to find the **Notes On The Topic Of Magic-II journal**, then head through tunnel **(K)** to reach the next courtyard **(L)**.

Turn left into the next courtyard and find the **About The Umbra Witches-1 journal** near the broken statue. Enter the Gates of Hell and trade the new LP for the **Shuraba** sword. You can only equip it to your hands, so arm Bayonetta accordingly and put the shotguns on her feet before heading back up to the courtyard. Before proceeding to the next Golem Wall **(N)**, go all the way back to the beginning of the level **(M)** to play another Battle Arena challenge that has just opened up.

KEY ITEMS BROKEN MOON PEARL FRAGMENT

VERSE 8: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Applaud (Spear) x1
Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x3, Affinity (Trumpet) x2.

HARD (and above) MODES

Stage 1: Affinity (Spear) x2, Affinity (Trumpet) x2, Applaud (Spear) x2
Stage 2: Affinity (Spear) x2, Affinity (Bow) x2, Affinity (Flail) x2
Stage 3: Ardor x2, Affinity (Spear) x2, Affinity (Flail) x2.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:20	65780	0	3:50	243360	0	5:50	156860	0
GOLD	—	—	—	2:27	27692	400	4:08	99504	400	6:17	64604	400
SILVER	—	—	—	2:34	14996	800	4:25	51552	800	6:44	33852	800
BRONZE	—	—	—	2:41	2300	1200	4:43	3600	1200	7:11	3100	1200

USE TORTURE ATTACKS!

Completing Verse 7 unlocks Alfheim Battle Arena Verse 8 **(M)**, located near the first Golem Wall. In this challenge, you face three stages of enemies and you must defeat all the angels before time expires while executing the required amount of Torture Attacks.

MODE	TIME LIMIT	HP	REQ. TORTURE ATTACKS
Normal	2:50	3	6
Hard	4:20	3	8
Climax	6:30	3	8

You can only get hit twice before a third time fails the challenge. Getting hit causes you to lose all your Magic Power, so avoid this at all costs. Performing the required number of Tortures on the available angels is difficult. You could easily rip through all the enemies and not get enough Tortures before the time ends. This will also fail the mission. Therefore, your strategy must include light attacks on some enemies just to acquire Magic Power so you don't waste all the enemies too soon.

A great deal of Magic Power is earned when you perform enemy weapon combos on multiple enemies. Whenever you can, perform the spear swing on multiple enemies to rack up the Magic. Magic Power is also earned when you enter Witch Time, so do this as often as possible. When the challenge is won, pick up your **Broken Pearl Fragment** from the stump before heading back through the portal to the city.

KEY ITEMS BROKEN MOON PEARL FRAGMENT, BROKEN WITCH HEART

VERSE 9

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Applaud (Spear) x2

HARD (and above) MODES
Joy x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	800	0	0:40	800	0	0:40	260	0	0:40	260	0
GOLD	0:54	560	500	0:54	560	500	0:54	224	1000	0:54	224	1500
SILVER	1:07	480	1000	1:07	480	1000	1:07	212	2000	1:07	212	3000
BRONZE	1:20	400	1500	1:20	400	1500	1:20	200	3000	1:20	200	4500

TRANSFORMING BRIDGE

Descend the stairs from the last courtyard. When you approach the witch barrier **(N)**, the Verse 9 battle begins. This is a quick fight against two Affinities with spears. After finishing them off, the statue in the previous courtyard **(L)** is magically repaired. Break the chest beneath the tree to uncover the **Broken Moon Pearl.**

Wall-jump up the side of the building to reach the upper balcony. Look for the **Broken Witch Heart** above the tree growing on the balcony, then double-jump up to nab the heart.

Return to the statues **(L)** in the previous courtyard. Lift one and run to the Golem Wall **(N)**. Press the Activate button to bypass the 10-second countdown and then dodge the lightning to enter Witch Time. Perform powerful combos on the witch barrier until it collapses and forms a temporary bridge. Cross the bridge before it retakes the form of the Golem Wall.

72 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow sits in the grass behind two small trees on the side of the pathway just over the Golem Wall bridge. The bird is not that fast, so you can just skate up to it and nab it before it flies away.

54 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is located on the tall lamppost near the yard entrance to the church. Double-jump up to grab it with the Action button when prompted.

Smash all the benches and gargoyles **(O)** for items and Halos before you enter the church **(P)**. Make sure your vitality is in good shape before entering; you're about to battle Fortitudo inside the church.

FORTITUDO

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	2660	0	1:20	6500	0	1:10	6500	0	1:10	3680	0
GOLD	1:07	1484	500	1:47	3200	500	1:34	3200	1000	1:34	1952	1500
SILVER	1:24	1092	1000	2:14	2100	1000	1:57	2100	2000	1:57	1376	3000
BRONZE	1:40	700	1500	2:40	1000	1500	2:20	1000	3000	2:20	800	4500

In a church flashback, Bayonetta encounters a young child—one very attached to her stuffed animal. This induces another flashback that takes place at a time when she sat in a prison. The dream ends abruptly by the sound of Fortitudo's head violently breaking through a church window (in present time). Then the dreams begin as suddenly as they left. You see an angry witch-hunt mob at the gates of the church. Curiously, in the flashback, Fortitudo announces, "what once was held in the hands of the witch clan shall now be held in ours."

STAGE ONE

Use invincibility if you have it available on your item slot, then perform powerful combos on Fortitudo's head without worrying about his thrashing about until the effect wears off. When invincibility is available, stand back and Evade mouth-launched fireballs to enter Witch Time, then attack with close combat combos. Otherwise, stand back and use Bullet Climax attacks from a distance until half of Fortitudo's health is reduced.

STAGE TWO

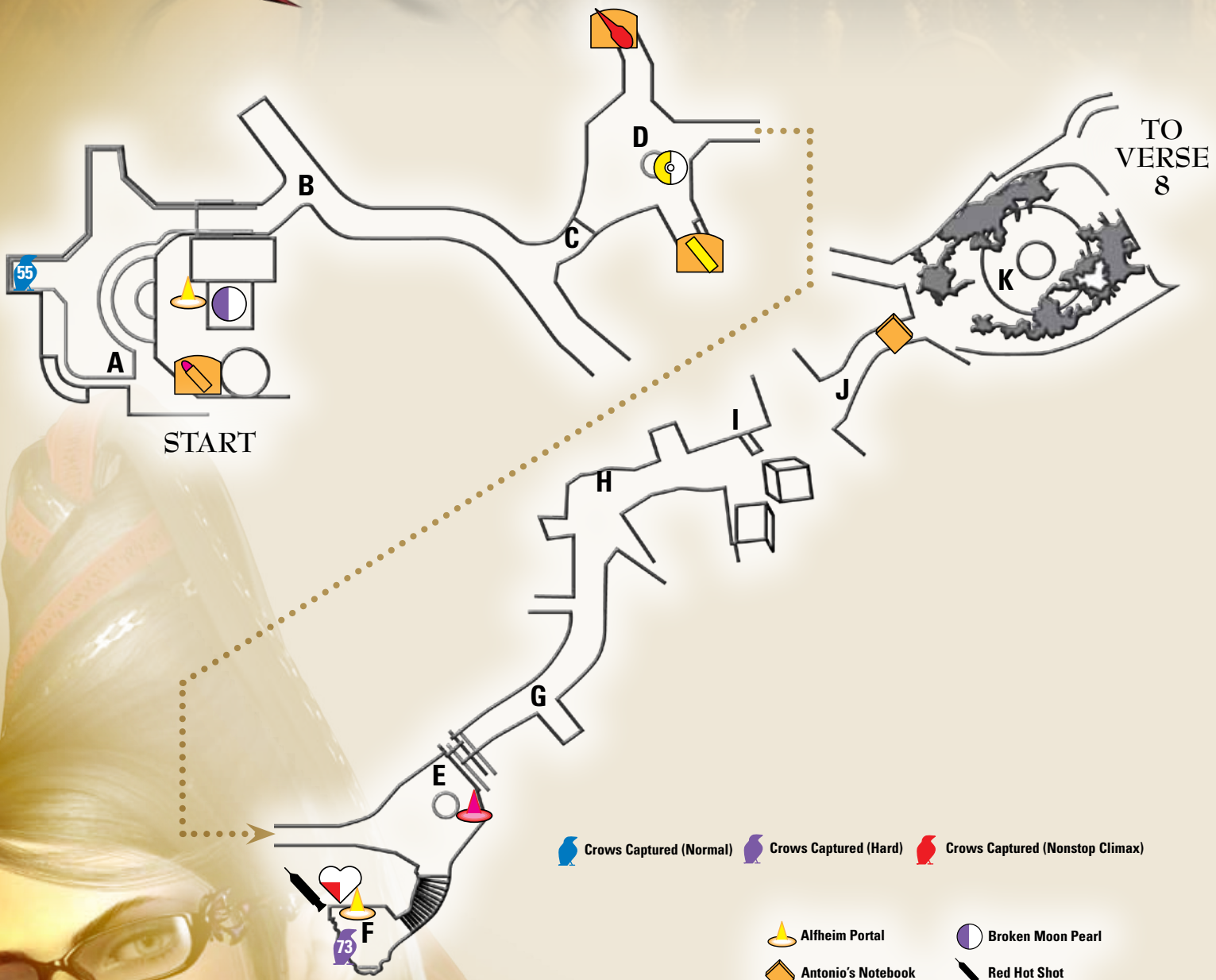
When half of Fortitudo's health has been depleted, the camera pulls back to reveal the bigger picture. The church is now a mere fragment of what it was, as it was ripped from its foundation and is now snuggly stuck around Fortitudo's neck. The creature's second head is now hugging the right side of the church and trying to attack you from a different angle. Continue your attack on the first head and avoid the thrashing and fireball attacks from the second head. Evade attacks to enter Witch Time to make this challenge more manageable. Continue unleashing combos on the red-nosed head until its health is down to about 35%.

STAGE THREE

Once Fortitudo's health is sufficiently low, the beast slings the church free from its neck, sending Bayonetta and the temple rocketing up to the clouds. Be ready to press the Action button just before the Fortitudo's dual fireball attack hits the flying church. Done successfully, Bayonetta leaps to the exterior of the church, latches onto the edge of a window, and begins to swing the entire building around. During this sequence, rotate the left control stick repeatedly in a clockwise motion to increase your bonus to a max of 1000. Bayonetta sails out of the collision and freefalls back to earth to complete the mission.

III THE BURNING GROUND

VIGRID



Bayonetta has escaped a burning death in the recent battle with Fortitudo and now find herself back in the city with her feet firmly planted on the ground. Boulder-sized fragments from the destroyed church rain down from above. Fortitudo frightfully lingers in the skies above and has manipulated time to stop the falling rocks in midair. The beast wants to know who has awakened him from his heavenly slumber. After claiming she's not guilty, Bayonnetta shakes things up by bit and kicks a hovering boulder into Fortitudo's face, which speeds time back up to normal. She tries to take him out with a bullet, but the creature quickly dodges by hopping into another dimension.

KEY ITEMS: ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (fire) (x5 easy) (x12 normal)

HARD (and above) MODES
Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	800	0	2:10	19500	0	1:40	3680	0	1:40	2660	0
GOLD	1:20	560	500	2:54	8700	500	2:14	1952	1000	2:14	1484	1500
SILVER	1:40	480	1000	3:37	5100	1000	2:47	1376	2000	2:47	1092	3000
BRONZE	2:00	400	1500	4:20	1500	1500	3:20	800	3000	3:20	700	4500

COURTYARD BATTLE

Fortitudo set the town ablaze. Lava flows beneath the streets and fire spurts up from the cracks and fissures. In this battle, you confront the fire Affinities. They're fighting style is very similar to their brethren, but these foes seem slightly quicker and more aggressive. They carry battle-axes, which are manipulated in your hands the same as Affinity spears.

The interesting thing about the fire Affinities is that you cannot hit them at close range unless it's a special attack that involves one of their weapons. You must shoot them or attack during Witch Time when they are vulnerable—Wicked Weaves are very effective. Defeat the angels with your katana and try to get an axe. Plant yourself in the middle of the group and pole swing, then finish them off with your favorite combos. Throw the nearby car at a pack of angels for dramatic effect.

After the battle, move around the area smashing and shooting everything for items. Find a medium **Green Laurel** at the top of the stairs to help restore your health. Destroy the chest in the yard beside the building overhang to recover an **Arcade Bullet**. You'll find it to the right of your starting position **(A).**

55 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is in the nook up and to the left of your starting position (A). Walk around the edge of the lava cracks, then rush the bird, perched on the ground near the curb, and grab it before it flies away.

When you destroy the trash can at the top of the stairs that lead into the courtyard, a nearby Alfheim portal appears. It's located under the overhang where you found a journal in the previous chapter. Enter the portal now to take the challenge.

KEY ITEMS: BROKEN MOON PEARL

VERSE 2: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Dear (numerous)

HARD MODE
Harmony (numerous)

NONSTOP CLIMAX MODE
Dear & Decorations (numerous)

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	0:40	30	0	1:10	30	0	0:50	30	0
GOLD	—	—	—	0:42	—	400	1:15	—	400	0:54	—	400
SILVER	—	—	—	0:44	—	800	1:21	—	800	0:57	—	800
BRONZE	—	—	—	0:46	—	1200	1:26	—	1200	1:01	—	1200

STAY IN THE AIR!

This Alfheim portal only appears if you destroy the trashcan at the top of the stairs. It's one of the easier challenges thus far. You must perform air attacks that keep Bayonetta in the air for the required amount of time. It's not necessary to defeat all of the enemies, but getting hit three times fails the mission. All of this must be done within two minutes. The continuous air hang time requirement, hit points, and types/number of enemies vary based on difficulty mode.

MODE	TIME LIMIT	AIR TIME REQ.	HP
Normal	2:00	20 sec.	3
Hard	2:00	30 sec.	3
Climax	2:00	30 sec.	3

To achieve this feat, you must be in the air for the required amount of time. The counter is reset if your feet touch the ground, so you must perform a single air attack that lasts the full time requirement. Having the katana equipped makes this very manageable. Avoid using the sword charge attack. You may get a lot of air hang time by holding the Punch button, but it always ends with a dive to the ground before the time requirement is met. So don't even perform this move in combination with other attacks during the challenge.

Remember that you can jump from mid-air as long as you have just struck an enemy. To beat the challenge, you need a tightly packed crowd. Jump up into the air and strike the Dear with air combos and as you begin to fall, jump up in the air again and attack another Dear, then repeat for the required time. Try using the dash attack as a last ditch effort to reach a distant Dear. This is done by holding the Target Lock button, choosing a direction with the left stick and pressing the Punch button. This ordeal is made much easier if you use the whip. Collect the **Broken Moon Pearl** on your way out.

ALL MODES

Beloved x2

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	480	0	0:50	260	0	0:50	110	0	0:40	30	0
GOLD	1:34	372	500	1:07	224	500	1:07	—	1000	0:54	—	1500
SILVER	1:57	336	1000	1:24	212	1000	1:24	—	2000	1:07	—	3000
BRONZE	2:20	300	1500	1:40	200	1500	1:40	—	3000	1:20	—	4500

LAVA RUN

Head through the tunnel to the next street **(B)**. The rubble barricade at the end of the road explodes and releases a wall of rising hot lava. As soon as control returns to you, run toward the camera—away from the lava licking your heels!

The moment you begin to hit your stride, a Beloved appears in your path. Leap high into the air, over the beast, and keep on truckin'!

One more Beloved drops in the street ahead. If you jump at the wrong time, you may collide with the creature and take some contact damage, which will affect your score. When you see the lava crack in the road just beyond the first Beloved, veer to the left side of the screen. Quickly leap from the mound of rubble to avoid the dropping Beloved and its ground-pounding right foot.

Continue running along the street. The lava swallows the two Beloveds. When you reach the large hole in the street, double-jump up into the air and glide to the next street **(C)** on your right to complete the verse.

FAIRNESS

ALL MODES

Fairness x1

A new enemy rears its ugly head when you approach the fountain in the middle of the courtyard **(D)**. Fairness is a large dog-like angel with a heavily armored head. It shoots fireballs out of its mouth and is extremely fast. Jumping around or over the beast is a bad idea, as it will quickly jump out and catch you like a fetched stick. If you need to dodge an attack, like its fireballs, use the Evade button. This is a great way to enter Witch Time, which makes this creature much easier to defeat.

A unique Torture Attack is available when fighting Fairness. Approach the animal with a full Magic Gauge to initiate the attack. Bayonetta reaches behind her head and produces a humongous, spiked metal wheel (we like to call it the dog collar), which she swings overhead and smashes down on Fairness, squashing Fairness like a grape! Press the Kick button rapidly to rack up the bonus points as the wheel begins to spin and tear its spikes through flesh. However, be warned: Fairness is one tough nut to crack; if the creature was fairly healthy when this Torture Attack hit, the attack may not even kill it. That's a first.

Lastly, Fairness emits a stunning sound wave that can paralyze. Use the Evade button to dodge the attack when this happens; if you are caught up in it, you still have a chance to break free. Wiggle the left stick quickly to avoid the fireball that's usually fired shortly after the paralyzing sound wave is emitted.

The best way to attack Fairness is by first attacking it in Witch Time. If you can't manage this, then use Evade to get beside or behind the creature and unleash combos with Wicked Weaves. If you successfully Evade, the creature will stun itself by slamming into the wall.

Defeat Fairness and the Fantaisie-Impomptu appears near the fountain. This is only a piece of an **Angelic Hymns Gold LP**. You must first find the other half to trade it for a weapon in the Gates of Hell. Before you leave the courtyard, break both sarcophagi again to find five Unicorn Horns and five Baked Geckos.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	480	0	0:50	480	0	0:50	800	0	0:50	480	0
GOLD	1:07	372	500	1:07	372	500	1:07	560	1000	1:07	372	1500
SILVER	1:24	336	1000	1:24	336	1000	1:24	480	2000	1:24	336	3000
BRONZE	1:40	300	1500	1:40	300	1500	1:40	400	3000	1:40	300	4500

UMBRAN WITCH AND LUMEN SAGE STATUES

As you enter the next courtyard **(E)**, lava erupts and blows through the doors near the statues. The molten rock continuously spits up into the air, making it impossible to pass into the next street. Before you try, head back to the bridge area **(F)** to find the fifth verse. Double-jump up the wall and get on top of the balcony to find the Alfheim portal to the battle arena.

73 HARD MODE UMBRAN TEARS OF BLOOD

Find the Hard mode Crow in the bushes near the tree where the chest was located the last time you visited this area. Just run up to it on foot and capture it before it flies away.

KEY ITEMS BROKEN WITCH HEART, RED HOT SHOT (EASY MODES ONLY)

VERSE 5: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 2: Applaud (Spear) x1, Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 3: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x2
Stage 4: Beloved

HARD MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Applaud (Spear) x1, Applaud (Bow) x1
Stage 2: Affinity (Spear) x2, Affinity (Flail) x2, Ardor x2, Affinity (Trumpet) x2
Stage 3: Affinity (Spear) x2, Affinity (Flail) x3, Grace & Glory, Affinity (Trumpet) x1
Stage 4: Beloved

NONSTOP CLIMAX MODE

Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1, Applaud (Spear) x1
Stage 2: Applaud (Bow) x1, Affinity (Spear) x2, Affinity (Flail) x1
Stage 3: Ardor x1, Affinity (Trumpet) x2, Affinity (Spear) x1, Affinity (Flail) x1
Stage 4: Grace & Glory
Stage 5: Beloved

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:30	23360	0	4:10	38000	0	4:40	13129	0
GOLD	—	—	—	2:38	10304	400	4:29	16340	400	5:01	6032	400
SILVER	—	—	—	2:45	5952	800	4:48	9120	800	5:23	3666	800
BRONZE	—	—	—	2:53	1600	1200	5:08	1900	1200	5:44	1300	1200

MODE	TIME LIMIT	HP
Normal	3:00	3
Hard	4:40	3
Climax	5:10	3

USE ANGEL ARMS!

This challenge requires you to defeat all the angels before time expires using only angel weapons.

STAGE ONE: SPEARS

During the first stage, three spears are generated. Pick one up and plant it in the middle of the field, then perform the spin attack. You should clear the first stage with this one move.

STAGE TWO: APPLAUD BOW

If any spears remained, they are soon replaced with bows as the second wave of enemies arrives. Pick one up and begin firing arrows at the enemies. You get five shots before the weapon disintegrates. One shot will take out each Affinity. Save the Applaud for last. Pick up another bow and shoot this remaining foe several times.

STAGE THREE: SPEAR, BOW, & ARDOR SWORD

Grab a spear and perform the spin attack in the middle of the arena. If you're fond of this attack, another spear is spawned in its place, allowing you to repeat this tactic on the remaining enemies. Otherwise, you have the bow and the Ardor Sword to work with.

STAGE FOUR: SPEAR, BOW, & ARDOR SWORD

Grab the Ardor Sword to battle the Beloved. Soften the beast up a bit with this blade. It will only give you a few slices before it breaks. Grab the spear and perform the pole swing to finish the Beloved off. Collect the **Broken Witch Heart** on your way back to the burning city.

WALK THROUGH FIRE

Return to the statues in the burning courtyard **(E)** and lift one. Dodge the lightning on the count of 10 to enter Witch Time, then run safely into the next street when the lava clears from the passage in slow motion. This is the only way to pass without burning yourself on the spitting lava. You must wait until it is clear.

VERSE 6

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (random weapons) x3

HARD (and above) MODES
Ardor x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	480	0	2:00	800	0	3:10	10560	0	2:50	3680	0
GOLD	2:00	372	500	2:40	560	500	4:14	4944	1000	3:47	1952	1500
SILVER	2:30	336	1000	3:20	480	1000	5:17	3072	2000	4:44	1376	3000
BRONZE	3:00	300	1500	4:00	400	1500	6:20	1200	3000	5:40	800	4500

WITCH WALKING

As soon as you enter the street **(G)**, three Affinities attack. There's not much time to defeat them all here because the lava starts flooding the street shortly after the battle begins. In a cinematic, the molten rock pushes an Affinity along the street and Bayonetta jumps on its back like a surfboard to ride to safety. She's launched into the air and quickly enables Witch Walk as she lands safely on the side of a nearby building. The lava can now be seen flowing through the street below.

Walk along the side of the building and continue the battle with the remaining Affinities. After finishing them off, press forward to escape the rising lava.

At the end of the greenish building, Witch Walk down toward the lava and cross the fire flooded street via the rock platform, then Witch Walk up the wall of the building across the street. Continue along the wall, heading to the left until you reach the end of the building. Use the next rock platform in the fiery street to cross back to the buildings on the original side.

Turn right and walk toward the edge of the building to trigger an explosion that rips through the walls, leaving a large gap. Double-jump across this chasm to reach the next building. Continue around the bend **(H)** in the street and follow the next strip of buildings to the end. Jump the next gap and continue in the same direction. When you land on the next building a larger, deeper wave of lava is seen coming your way. Quickly walk along the top of the trolley **(I)** to cross the street and reach the building on the other side.

Run up the wall of the tall, thin building. When you reach the top, the structure breaks in half and your end begins to topple back toward the lava. As the building approaches the next street, immediately press the Action button when prompted to successfully reach a safe area below **(J)**. Walk toward the next courtyard and nab the **About The Umbra Witches-II** journal in the rubble.

ALL MODES

Fairness x2

FAIRNESS X2

Enter the next courtyard **(K)** and approach the fountain to trigger the next attack. This battle pits you against two Fairness creatures. The strategy we suggested for the last battle applies here, as well—just be twice as cautious this time. Enter Witch Time as often as possible and attack when the angel war dogs are defenseless. Throw the parked cars in the area to help keep them from ganging up on you. If you have a yellow invincibility Lollipop, use it—this is what they're for. If you've carried a spear into battle from the previous Affinity fight, don't attempt a pole swing attack; the dogs will bite you off the stick like a shish kabob.

The moment you beat the final Fairness, a huge lava explosion rips through the fountain and sends buses flying through the air. Bayonetta Witch Walks on flying boulder fragments and shortcuts through a careening trolley. She opens fire with dual pistols on the back door and cuts a hole big enough to jump through to safety. Press the Action button rapidly to achieve a bonus of over 1000 points during this scene!

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	3680	0	1:20	6500	0	1:20	6500	0	1:30	6500	0
GOLD	1:20	1952	500	1:47	3200	500	1:47	3200	1000	2:00	3200	1500
SILVER	1:40	1376	1000	2:14	2100	1000	2:14	2100	2000	2:30	2100	3000
BRONZE	2:00	800	1500	2:40	1000	1500	2:40	1000	3000	3:00	1000	4500

VERSE 8

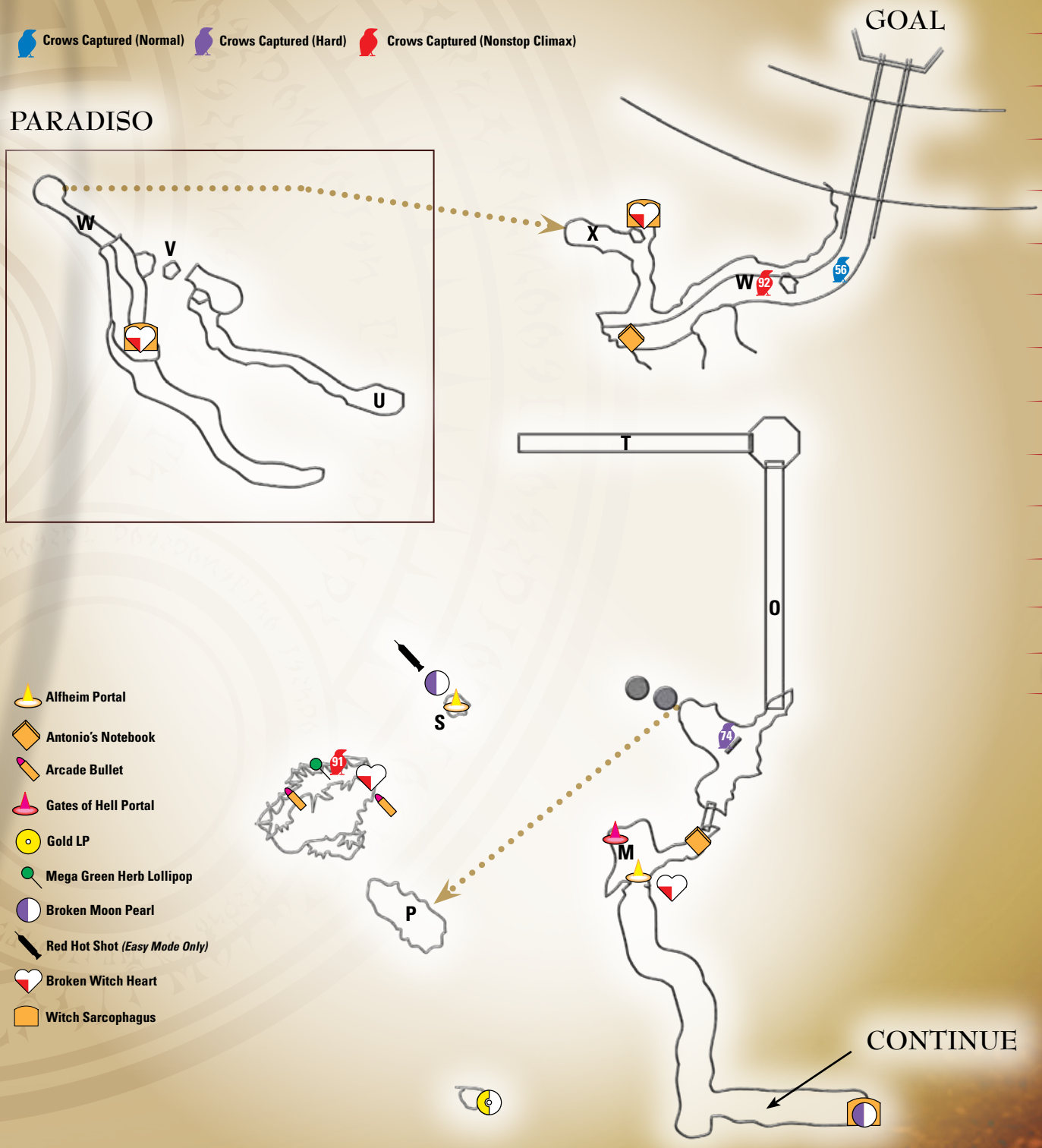
ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Fire) x3

HARD (and above) MODES
Grace & Glory

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	110	0	0:30	480	0	1:00	1860	0	1:10	800	0
GOLD	0:54	—	500	0:40	372	500	1:20	1104	1000	1:34	560	1500
SILVER	1:07	—	1000	0:50	336	1000	1:40	852	2000	1:57	480	3000
BRONZE	1:20	—	1500	1:00	300	1500	2:00	600	3000	2:20	400	4500



CAVES

After jumping from the trolley in a blaze of glory, you land in a cave with hints of flowing lava. You begin **(L)** facing the proper direction to proceed, but before moving forward turn around to find a chest with a **Broken Moon Pearl** inside.

Head through the tunnel and toward the exit. Three fire Affinities wait around the first corner. Remember, you can only attack these creatures with Wicked Weaves; shoot them or dodge an attack, then enter Witch Time and let 'em have it.

Continue through the hazardous cave while dodging lava ground spurts and ceiling explosions. The mouth of this subterranean area opens to the Vigrid Catacombs. A portal to the Gates of Hell appears on the ledge **(M)** to your left and the path continues on your right. Behold the amazing view of the fiery catacombs. It looks like the inside of a volcano.

CATACOMBS

Follow the trail on the right to find the **Notes on the Topic of Magic-III** in the middle of the rocky pathway. Follow the wooden plank bridge down to the lower level and proceed to an inactive Heavenly Gate **(N)**.

74 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is found perched on the top of the Paradisio portal. Stand below the bird, then double-jump and grab it before it flies away.

DESTROYED BRIDGE

Further up the pathway you come to a large bridge **(O)**. When you step on it, some large debris falls on it, completely destroying the structure. Return to the Heavenly Gate to begin the Verse 9 battle.

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x2, Affinity (Flail) x1

HARD (and above) MODES
Braves x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:40	480	0	1:20	2660	0	1:10	480	0
GOLD	0:40	—	500	0:54	372	500	1:47	1484	1000	1:34	372	1500
SILVER	0:50	—	1000	1:07	336	1000	2:14	1092	2000	1:57	336	3000
BRONZE	1:00	—	1500	1:20	300	1500	2:40	700	3000	2:20	300	4500

AFFINITY BATTLE AT HEAVENLY GATE

Three Affinities attack from nowhere when you return to the Heavenly Gate from the destroyed bridge. Finish them off quickly with Witch Time and hair attacks. After destroying them, the gate becomes active. Step through to enter Paradiso.

PARADISO

The catacombs and Paradiso couldn't be more different in appearance. Going from the fiery hot caves to the beautiful green and sparkly land of Paradiso… maybe not Bayonetta's cup of tea; nevertheless, it's quite a breath of fresh air.

On the main floating island **(P)** with the heavenly gate are a couple of lift statues. Use these to dodge the lightning and enter Witch Time to cross the two waterspouts to reach the larger, higher floating island **(Q)**. Before you do that, though, explore the areas below. You can walk on water in Paradiso.

Follow the branching arm of the island, which is slightly under water, to the end. You'll find the second half of the **Fantaisie-Impromptu LP (R)**. The next time you enter the Gates of Hell, you can trade in both halves for the Kulshedra whip, which allows you to attack fire Affinities from a distance—among other wonderful things this new weapon brings. Collecting all the records earns you the Record Collector achievement. There's a longer branch on the opposite side of the gate island where you can find an Alfheim Battle Arena **(S)**.

KEY ITEMS RED HOT SHOT (EASY MODES ONLY), BROKEN MOON PEARL, ARCADE BULLET, BROKEN WITCH HEART, MEGA GREEN HERB LOLLIPOP, KULSHEDRA

VERSE 10: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Applaud (Spear) x1, Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x2
Stage 2: Fairness x1

HARD MODE
Stage 1: Braves x9

NONSTOP CLIMAX MODE
Stage 1: (Witch Time rule disabled) Braves x1, Grace & Glory
Stage 2: Braves x1, Ardor x2
Stage 3: Braves x1, Fairness x1, Fearless x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	1:40	10560	0	2:40	10560	0	4:50	44000	0
GOLD	—	—	—	1:45	4944	400	2:53	4944	400	5:13	18800	400
SILVER	—	—	—	1:50	3072	800	3:05	3072	800	5:35	10400	800
BRONZE	—	—	—	1:55	1200	1200	3:17	1200	1200	5:57	2000	1200

WITCH TIME DISABLED!

You must defeat all the angels before time expires, but Witch Time has been disabled in all but all modes except Climax.

MODE	TIME LIMIT	HP
Normal	2:00	5
Hard	3:00	4
Climax	5:30	3

Even though there's no Witch Time, you can still Evade just as you normally would. In fact, try to avoid getting hit at all before the Fairness stage; you'll need all the health you can muster for that. Use hair attacks as often as possible and never miss an opportunity to use Torture or Punish moves. Turn the enemies' weapons on them for the best results. During the Fairness stage, continue a heavy use of Evade while attacking the dogs from the side or the back. They're quick and won't let you do this for long, so make it count with some heavy combos and hair attacks while you have their vulnerable sides. Pick up your **Broken Moon Pearl** on your way back to Paradiso.

PARADISO: WATERSPOUTS

Head from the Battle Arena to the hourglass island **(Q)**. Stay on the water to find the **Arcade Bullet** beneath the island. To reach the top of the big island, you must first use the crystal statues on the gate island **(P)** and cross the two waterspouts in Witch Time. Jump from the waterspouts to the large island.

HOURGLASS

Before messing with the hourglass lever, head to the right side of the island and find the **Broken Witch Heart** in the tree trunk and another on a nearby floating island. Get to the backside of the island by walking around the edge or jumping over tree roots. You can find a **Mega Green Herb Lollipop** in a deep nook in the large tree's trunk.

91 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is in a deep nook of the large tree where the Mega Green Herb is located in less difficult modes. Use Crow Within to drop down above it (the bird is not disturbed when it thinks you're a feathered friend).

Pull the lever to retrieve the hourglass, then take it through the Heavenly Gate and back to the catacombs. Use the hourglass to turn back the clock to a time when the bridge was not broken. Do not cross the bridge yet; there's a Battle Arena Verse **(M)** back in the caves that needs your attention.

KULSHEDRA WHIP

Once the bridge is repaired using the magic hourglass, head back the way you came toward the Gates of Hell. Enter the shop to trade the two pieces of the **Fantaisie-Impromptu** LP for the **Kulshedra** whip. If you've been saving Halos, you may be able to afford the **Selene's Light** accessory. This is one of Rodin's hot picks. When worn, Witch Time is instantly triggered when attacked, expending Magic Power. This is a good first accessory to own. Leave the shop and enter the Battle Arena portal just inside the cave. If you've equipped the whip, replace it with the sword, as you'll need a free hand for a gun to beat the next Alfheim challenge.

KEY ITEMS BROKEN WITCH HEART

VERSE 11: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Fire Affinity x7
Stage 2: Fairness x2

HARD (and above) MODES
Stage 1: Fire Affinity x4, Fire Ardor x2
Stage 2: Fairness x2, Fearless x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:10	800	0	5:10	1860	0	5:20	1250	0
GOLD	—	—	—	2:17	560	400	5:34	1104	400	5:45	800	400
SILVER	—	—	—	2:23	480	800	5:57	852	800	6:09	650	800
BRONZE	—	—	—	2:30	400	1200	6:21	600	1200	6:34	500	1200

USE WICKED WEAVES

Defeat all the angels before time expires. Enemies can be defeated using Wicked Weaves—just a suggestion, not a prerequisite.

MODE	TIME LIMIT	HP
Normal	2:40	5
Hard	5:50	4
Climax	6:00	3

You face fire enemies, which means touching them cancels your attacks. So the trick here is to create enough distance between yourself and these creatures to perform the Punch, Kick, Punch Wicked Weave combo (this is the shortest and quickest) without making contact. Use Evade attacks and Witch Time to both create distance and hit them while they're defenseless. Be aware that running into an enemy while in Witch Time instantly returns you to real time.

You can perform the Wicked Weave even when you're not facing the target. The Weave will find the closest target to attack when the combo is completed. So, execute the move while running away from the crowd, as well as when you move back toward them as the combo is being performed. A pack of Fairness arrives together in the final stage. Try to make Wicked Weaves strike both Fairness enemies at the same time. Evade often to stay alive. Avoid excessive jumping, as Fairness can easily snatch you out of the air. Take the **Broken Witch Heart** on your way back to the catacombs.

KEY ITEMS BROKEN WITCH HEART x2

VERSE 12

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Affinity (Spear) x3, Decorations x8

HARD (and above) MODES
Harmony x3

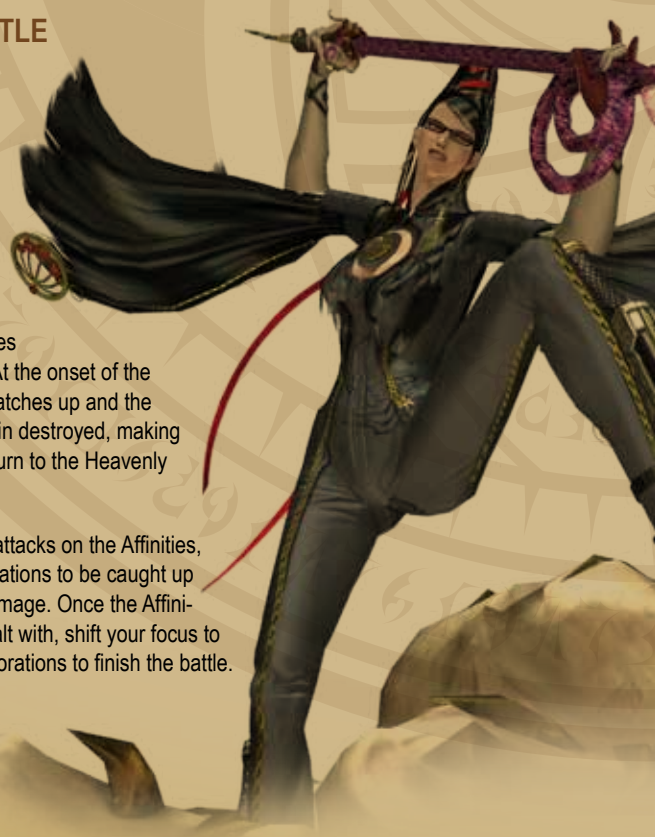
MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	0:50	1250	0	0:50	260	0	0:40	260	0
GOLD	1:07	560	500	1:07	800	500	1:07	224	1000	0:54	224	1500
SILVER	1:24	480	1000	1:24	650	1000	1:24	212	2000	1:07	212	3000
BRONZE	1:40	400	1500	1:40	500	1500	1:40	200	3000	1:20	200	4500

BRIDGE BATTLE

Now that you've traded the LPs for the whip and attempted the cave Battle Arena, it's time to cross the repaired bridge **(O)**. On the way across, you're attacked by Affinities and Decorations. At the onset of the battle, the future catches up and the bridge is once again destroyed, making it impossible to return to the Heavenly Gate.

Concentrate your attacks on the Affinities, allowing the Decorations to be caught up in the collateral damage. Once the Affinities have been dealt with, shift your focus to the remaining Decorations to finish the battle.



TREACHEROUS RUN

As you round the corner on the bridge, you face the last long stretch to the next spire. This bridge section **(T)** is going to break up as you run; if you don't keep up, a crack could grow so big that you cannot jump across it to the next section. To make sure this doesn't happen, try performing a Dash with a sword equipped, then jump at the end of the attack. The result is a very long and fast dash. There are three gaps to jump along the bridge section.

When you reach the last section, do not jump from the end. Instead, ride the bridge down as it slides off to the left. Be ready to press the Jump button when prompted to leap from the bridge to the small peninsula **(U)** in the lava below.

Follow the rock pathway through the lava, jumping gaps and climbing as necessary. When climbing, look for the light yellow glyphs on the rock. This is a warning that lava is about to hit the rocks; if you're standing there, you'll take damage. Leap from one rock spire to the next **(V)** until you reach the large landmass. Follow the path to the left, break the chest, and recover the **Broken Witch Heart** from within. Then reverse direction and enter the cave tunnel **(W)**.

WITCH WALK

You eventually reach a shaft with the moon shining through. Witch Walk is active when the moonlight glows. Jump onto the walls of the shaft and head up and out of the catacombs. Boulders tumble down the shaft as you progress upward. Avoid these and the lava cracks during your ascent. Use Evade to avoid close calls with boulders. Once outside **(X)**, the moon clouds over and Witch Walk is put on hiatus.

Walking forward from the shaft exit places you at a T-intersection. Head left to find a chest with a **Broken Witch Heart**, then turn right to progress further into the level. Continue along the path until you reach the edge of a cliff to find **The Old Coliseum journal**. Follow the pathway **(Y)** to the ruin stairs up the mountain, then continue running along the pathway to reach the coliseum and end of the chapter.

56 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is located on the fog-covered ground, beneath a broken arch at the mountaintop brick pathway, before you reach the coliseum. Approach quickly and press the Action button to catch the bird before it flies away.

92 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located just behind the first fallen column in the pathway. Either jump up onto the column and grab it or descend on the bird with Crow Within to nab it—it's not that quick.

IV THE CARDINAL VIRTUE OF FORTITUDE

FORTITUDO

As Bayonetta enters the coliseum, she sees Fortitudo floating above a distant wall with its tail end facing toward her. The creature's private conversation with an unseen participant is audible and it soon becomes apparent that Bayonetta is the subject of their conversations. For some reason, Fortitudo wants Bayonetta alive, but does not know her whereabouts or condition. To get the monster's attention, Bayonetta shoots Fortitudo in the hindquarters.

The conversation then shifts to Bayonetta. Fortitudo has been informed that a survivor of the witch hunts is resisting the dominion of heaven. Knowing she is bound for hell, the creature suggests releasing Bayonetta from her torment. She responds with a bullet… and that's as good a reason as any to begin a fight!

BATTLE PREP

Concoct and equip plenty of Mega Green Herb Lollipops for full health replenishment, as well as Mega Yellow Moon Lollipops for sustained invincibility. It won't hurt to have the Mega Bloody Rose Lollipop in your items slot, too. This increases your attack strength.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	7:00	16100	0	8:40	74400	0	11:20	65780	0	11:40	38000	0
GOLD	9:20	7280	1000	11:34	31200	1000	15:07	27692	2000	15:34	16340	2000
SILVER	11:40	4340	2000	14:27	16800	2000	18:54	14996	4000	19:27	9120	4000
BRONZE	14:00	1400	3000	17:20	2400	3000	22:40	2300	6000	23:20	1900	6000

Wicked Weaves will be your primary attack, so just go with what you're used to as far as weapon selection. The key difference here is that any punch or kick activates a Wicked Weave, not just the completion of a combo. This is the same as equipping the Immortal Marionette. These moves are activated much easier in this battle—summon them with simple punches and kicks—due to the distance between you and this monstrous-sized boss. Your weapons alone will not suffice here. Having the Selene's Light accessory is very helpful; whenever you get hit, you expend some Magic Power to enter Witch Time.

STAGE ONE

The boss's health appears at the bottom of the screen—a blue bar overlapping a green one. Each colored bar represents the health of one of Fortitudo's heads, but technically it's more or less a gauge for two separate stages.

During the first stage, you face Fortitudo on a large column walkway. The boss flies low and close to the platform, allowing you to unleash Wicked Weaves. The fight may begin with a swing of his mighty tail, but this can be avoided using an Evade. This is followed by one of the two heads thrusting forward and trying to bite. Evade this, as well, then perform repeated Wicked Weaves on the head, pausing only to Evade an attack.

Fortitudo may also shoot fireballs from its mouths—faster than in earlier battles. Dodge these attacks and use them to activate Witch Time. It's easy to Wicked Weave these fireballs back at the boss in this state. This is a great attack; it steals about 10% of the Fortitudo's health.

Dodge the head thrust, enter Witch Time, and then beat the head with multiple Wicked Weaves to inflict the greatest amount of damage in a single attack sequence. A good Wicked Weave chain during Witch Time can take up to 15% of the boss's health!

If you get devoured in a head thrust, you enter a scene where Bayonetta is seen prying the jaws apart, trying to avoid becoming a meal. When this happens, wiggle the left stick back and forth quickly to rack up power for the counterattack and to earn a max of 1100 bonus points.

STAGE TWO

The second stage occurs when you deplete about 25% of the boss's health. Fortitudo falls flat on the ground and both heads lay on the ground with stars floating above, indicating that the creature is temporarily out of commission. The ground may or may not be covered with lava at this point. If it is, walk only in the raised rock areas to avoid getting burned.

While Fortitudo is still unconscious, quickly hop down from the column platform, then charge toward its heads and press the Punch and Kick buttons at the same time as indicated on screen. Mash the Action button to max out the Gigaton gauge and earn the max of 1100 points. Bayonetta grabs the beast by the head and flips it over onto its back. Punch and kick its brains in before the beast has a chance to get up.

Continue to attack the boss until it flies up and out of reach, then jump up to the top of the column platform using the steps as jump platforms. The boss perches on the edge of the coliseum and breaths fire toward the floor. The platform you used for safety begins to crumble.

STAGE THREE

Naturally, this causes you to fall, so press the Jump button and Bayonetta leaps to the next closest column fragment. Continue this action until you're standing on the closest and largest piece near the boss's feet. You must push the stick toward the target platform and press the Jump button. If you push in the wrong direction, you may actually jump to an adjacent platform and not progress toward the final platform.

Press the Punch and Kick buttons simultaneously when you reach the final platform. Bayonetta lunges toward the boss's face and climbs up, then springs backward and latches onto one of its heads. She flips the dragon to the ground and repeats the same move on the ground. This is when you tap the Action button as quickly as you can repeatedly for the 1100 max bonus.

This flip is repeated by another one and a corresponding bonus opportunity. After the third flip, Bayonetta pries her hands and feet around the mouth for leverage, then suddenly and violently twists the entire head, ripping the long neck off. This is yet another Action button bonus opportunity. Several demons reach up from the portal to Purgatorio in the ground and drag the decapitated creature's head away.

STAGE FOUR

Fortitudo is now half dead—losing one of your two heads often has this effect. The boss struggles to its feet, harboring a major grudge. If anything remains of the column platform at this point, Fortitudo breathes fire and demolishes it, revealing an hourglass that reverses time. (This may have already appeared earlier if the column was completely destroyed earlier.) The ground erupts with lava. Jump to the rubble where the hourglass rests and it repairs the column platform. Initially, it's not a very useful feature unless you're having trouble fighting in the lava, in which case it comes in real handy. The hourglass has no effect on either your or Fortitudo's health.

Repeat the previous tactic until both heads are ripped from the creature's body. The boss flies high in the air once this happens, then screams and blows up the entire coliseum with magic. As it breaks into pieces, Bayonetta runs, jumps, and bounces off fragments to reach a Lollipop. It was that important for her to get her sweet on.

FINAL STAGE

In the final stage, Fortitudo—now without dragon heads—circles the floating coliseum while attacking by any means necessary. Its options have significantly diminished of late, so it resorts to rushing head butts from the edge of the coliseum. A more dangerous version of this attack involves a kamikaze dive from above. The light glyph that appears on the ground a second before the head crashes is your only cue to quickly Evade. The head remains low for a while after this attack, so seize that opportunity to release multiple Punch and Kick attacks on it.

Fortitudo mostly stays close enough to the edge of the coliseum, allowing you to perform Punches and Kicks. This close combat requires you to Evade its fire breath and tail attacks that spike up through the ground. The boss also has a swooping talon attack that must be dodged. It's easy to spot: Just before the boss swoops, it flies off in the distance to build up speed. Evade or get run over! There's also a fiery version of this attack that does not involve the talons.

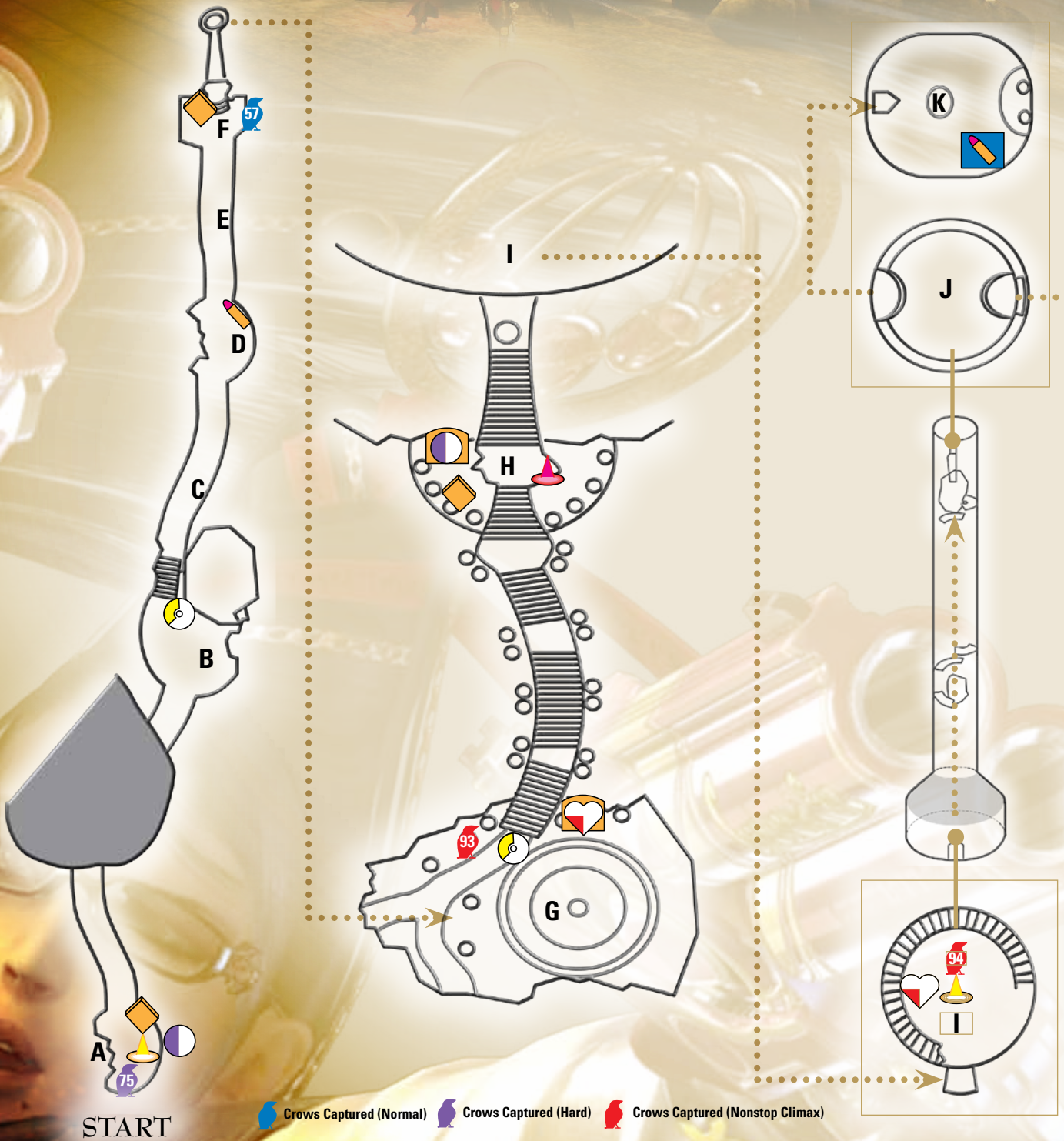
Continue to smack the boss in the face every chance you get. When Fortitudo is close to defeat, a few punches remove the stone "skin" and reveal a reptilian face with three eyeballs in one socket. Soon it spins around to hit you with its tail, press Punch and Kick at the same time to catch the tail and to perform the finishing move.

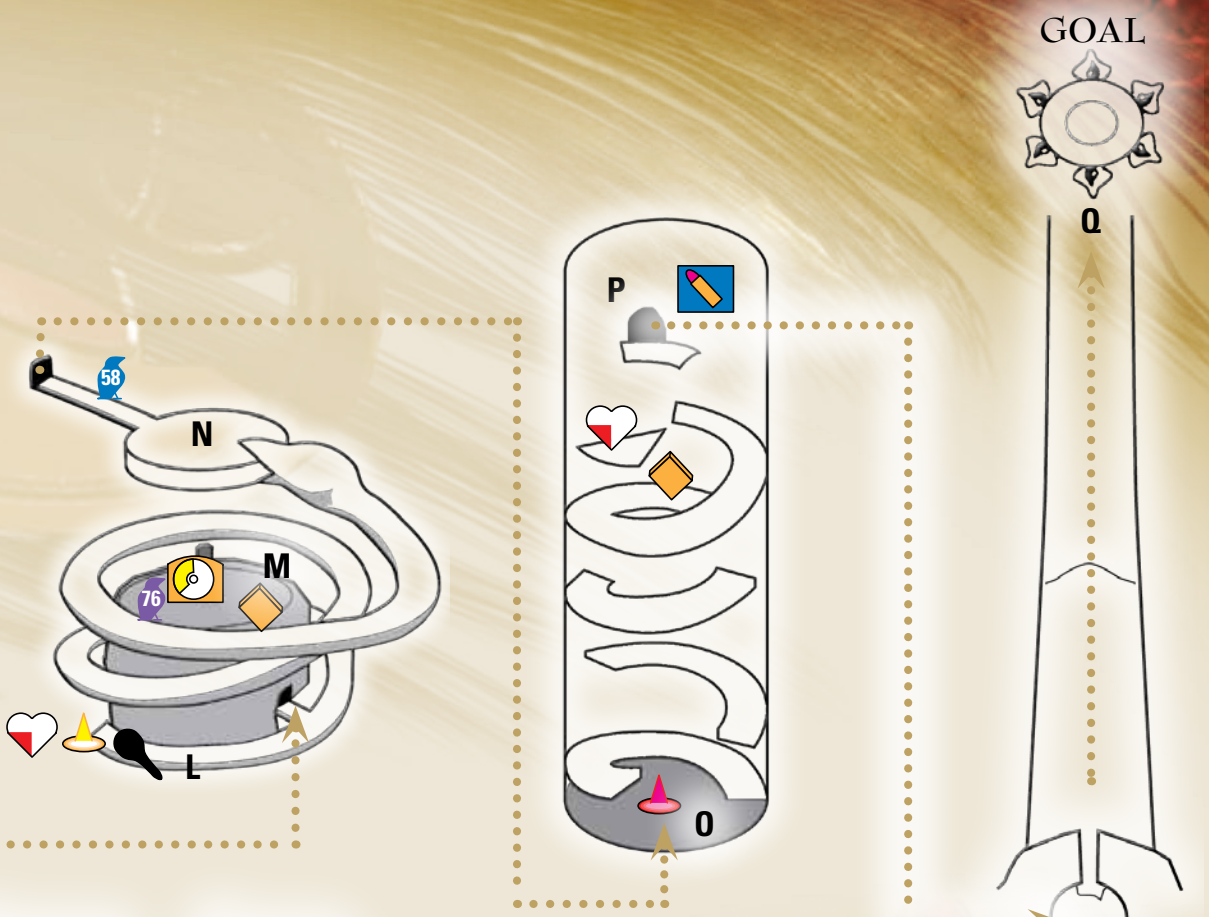
Bayonetta throws the boss in the distance and summons the Infernal Demon, Malphas—a large monster crow. The demon grabs the boss with its own talons and pecks it to pieces. While this happens, you have an opportunity to raise your bonus points by tapping the Action button. The demon exits through the boss's head-shaped torso, leaving a gaping hole.

Bayonetta finishes the job by jumping on a boulder and surfing it into a collision with several larger stones that sail into Fortitudo's face as soon as she ends Witch Time. In a final breath, Fortitudo admits that Bayonetta's power was foretold and adds that this was a simple sacrifice for the resurrection of the Creator, Jubileus. Fortitudo is finally taken out of this world by the same hellish hands that collected its dragon heads. "**Fortitudo, Bringer Of Flame**" Achievement (and PS3® Trophy) is unlocked when you beat the boss.

V THE LOST HOLY GROUNDS

THE CRESCENT AND SUNRISE VALLEYS





- Alfheim Portal
- Antonio's Notebook
- Arcade Bullet
- Breakable Object
- Gates of Hell Portal
- Gold LP
- Magic Flute
- Broken Moon Pearl
- Red Hot Shot *(Easy Mode Only)*
- Broken Witch Heart
- Witch Sarcophagus

After defeating Fortitudo, Bayonnetta finds herself in a strange and unfamiliar land—The Lost Holy Grounds in the Crescent and Sunrise Valleys.

KEY ITEMS: CRESCENT AND SUNRISE VALLEYS JOURNAL

VERSE 1

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Decorations x6

HARD (and above) MODES
Grace & Glory

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	30	0	0:18	30	0	1:30	1250	0	1:10	480	0
GOLD	0:40	—	500	0:24	—	500	2:00	800	1000	1:34	372	1500
SILVER	0:50	—	1000	0:30	—	1000	2:30	650	2000	1:57	336	3000
BRONZE	1:00	—	1500	0:36	—	1500	3:00	500	3000	2:20	300	4500

CRESCENT AND SUNRISE VALLEYS

75 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located directly behind you from your starting position. This bird is slow; simply skate up to it and capture it.

From the beginning platform **(A)**, veer left and find the **Crescent and Sunrise Valleys journal** nearby. Shoot the gargoyles to uncover items, then head down the winding path to the training area ahead **(B)**. As you travel along the stone path, sections break off and fall before you have a chance to cross. You can walk around the first gap, but must jump and glide over rest.

Decorations attack as you pass under the overhang along the crumbling pathway. Equip the whip and snap them from afar. This weapon does an excellent job of reaching the Decorations that hover over the gap created when the path fell into the abyss below.

KEY ITEMS SONATE IN DK.448 LP

VERSE 2

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Grace & Glory (first appearance)

HARD (and above) MODES
Stage 1: Grace & Glory x1
Stage 2: Grace (red) x1 & Glory (blue) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:00	1860	0	3:00	10560	0	2:40	8360	0
GOLD	1:07	560	500	1:20	1104	500	4:00	4944	1000	3:34	4004	1500
SILVER	1:24	480	1000	1:40	852	1000	5:00	3072	2000	4:27	2552	3000
BRONZE	1:40	400	1500	2:00	600	1500	6:00	1200	3000	5:20	1100	4500

UMBRAN TRAINING GROUND RUINS

Check the gate at the Umbran Training Ground Ruins **(B)**. Something on the other side of the gate may trigger a bit of déjà vu. Remember the witch-hunt scene? This looks like the wrong side of the gate to be on for a witch. Approach the stairs to trigger the Grace & Glory Verse 2 battle.

Grace & Glory are the fastest enemies you've faced yet, so prepare to do a lot of Evading. In fact, Evade immediately after the cut-scene ends because the first attack comes in quick. Do not Evade too many times in a row, though; you become immobile for a couple seconds after performing a few… long enough to get clobbered. Just move a little between every few dodges to avoid this. Use the katana and place shotguns on your feet. Dodge the skating enemy, Evade the claw swiping attack, and then enter Witch Time.

Hit the enemy with a Punch, Kick, Punch combo to perform the ghostly blade attack that has the ability to slice through multiple opponents in close proximity. You can move about the battle area, forcing these two enemies together. Once you have them bunched up, Evade, enter Witch Time, and strike them both with the special blade attack combo. If you have the chance, pick up a dropped claw that appears after defeating one of these foes. With their weapons, you can perform the electricity attack and swipe with claw fingers. Here are the details:

Press Punch = Perform claw swipe.

Hold Punch = Claw stretches out to strike opponent; small opponents will be grabbed as with the whip, large opponents like Grace & Glory might have their attacks disrupted.

Press Kick = Electricity strike on the ground for the blue claws and flaming tornado spin for the red claws; in either case, hold down the button charge; kick attack immediately depletes the weapon.

An all-new Torture Attack is available when fighting Grace & Glory. The torture device is a giant vice. Spin the tightening wheel by rotating the left stick clockwise as fast as you can. The more you spin, the higher the bonus and the more damage that is done. Be aware that this Torture Attack may not kill the enemy—it depends on the creature's health prior to the Torture Attack.

Defeating Grace & Glory unlocks the **Sonate in DK.448 LP**, which appears near the stairs. Grab it and head back the way you came; all the way back to the beginning **(A)** to enter an Alfheim portal that just opened.

KEY ITEMS: BROKEN MOON PEARL

VERSE 3: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Applaud (Spear) x2, Applaud (Bow) x1
Stage 2: Grace & Glory
Stage 3: Fairness x1

HARD MODE
Stage 1: Ardor x2
Stage 2: Fearless & Fairness
Stage 3: Joy x2

NONSTOP CLIMAX MODE
Stage 1: Ardor x3
Stage 2: Fearless & Fairness x2
Stage 3: Joy x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:10	2660	0	5:10	4950	0	6:10	3680	0
GOLD	—	—	—	3:20	1484	400	5:34	2520	400	6:38	1952	400
SILVER	—	—	—	3:29	1092	800	5:57	1710	800	7:06	1376	800
BRONZE	—	—	—	3:39	700	1200	6:21	900	1200	7:35	800	1200

USE WITCH TIME!

This Alfheim portal **(A)** is opened after you defeat Grace & Glory at the battle training area **(B)**. Use Witch Time to defeat all the angels before times expires. The enemies are impervious to attacks until you enter this state.

MODE	TIME LIMIT	HP
Normal	3:50	5
Hard	5:50	4
Climax	6:50	3

To beat this challenge, avoid getting hit by the first group. This provides some necessary leeway when battling the more difficult enemies in stage 2. Enter Witch Time by Evading spear swings and arrows. You cannot enter Witch Time by Evading one of the ground glyph attacks, but they must be avoided to keep from being damaged. Repeatedly attack using the quick Punch, Kick, Punch combo during Witch Time. If you have the sword equipped, the special move that results from that combo is just as damaging as the Wicked Weave.

If you reach the second stage without incurring any damage, you should be able to release a Torture Attack on Grace & Glory. The vice Torture Attack can reach a max bonus of 120 points if you spin the left stick (clockwise) fast enough. Splatter! Find dropped weapons from the previous stage to defeat these ferocious beasts. Use the claw of the fallen to wipe out the other or just keep using Wicked Weaves, but make sure you do it all in Witch Time. Only a Torture Attack can deal damage outside of Witch Time—but only if it is initiated *during* Witch Time.

A Fearless materializes in the final stage. Remain beside and behind this creature at all times. Use continuous Evades to avoid its attack and to enter Witch Time whenever it makes an attempt at your life. If you've played your cards right, you should have a fair amount of Magic Power saved up from the previous stage. Unleash the large spike wheel of death on the demon dog and bring it close to death. Use Wicked Weaves to take it out completely. Pick up your **Broken Moon Pearl** and head back to the training area **(B)**.

KEY ITEMS: ARCADE BULLET, HEAVENLY MANIPULATORS JOURNAL

VERSE 4

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x2, Affinity (Flail) x2
Stage 2: Fearless x1
Stage 3: Affinity (Spear) x2, Affinity (Horn) x1

NORMAL MODE
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x2
Stage 2: Fearless & Fairness
Stage 3: Affinity (Trumpet) x2, Affinity (Horn) x2, Applaud (Spear) x1

HARD (and above) MODES
Stage 1: Affinity (Spear) x3, Affinity (Flail) x1, Affinity (Trumpet) x2
Stage 2: Fearless & Fairness
Stage 3: Affinity (Trumpet) x3, Affinity (Horn) x1, Applaud (Spear) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:40	1860	0	2:50	16100	0	3:30	10560	0	3:30	8360	0
GOLD	2:14	1104	500	3:47	7280	500	4:40	4944	1000	4:40	4004	1500
SILVER	2:47	852	1000	4:44	4340	1000	5:50	3072	2000	5:50	2552	3000
BRONZE	3:20	600	1500	5:40	1400	1500	7:00	1200	3000	7:00	1100	4500

TRAINING AREA STAIRS

STAGE ONE

Follow the path up the stairs and continue along another crumbling walkway. Affinities attack and the ground beneath you drops once you get beyond the stairs and the first gap **(C)**. You can remain on the path section that fell; it remains stable. Defeat any enemies you can without losing some to the abyss below. Continue along the path a little further and a cinematic shows Bayonetta finding her lipstick on the ground.

Bayonetta confronts Luka in an entertaining, character developing cinematic. She paints the poor boy's face with lipstick **(D)**, making him look like a clown as he tries to have a serious conversation. The voice heard in her head tells her the little girl seen in the flashbacks must be saved. The conversation with Luka, on the other hand, ends with an almost passionate scene, but that quickly ends as a pillar falls through the platform, taking Bayonetta down with it.

STAGE TWO

In the seconds stage **(E)**, you land on a lower level and go up against Fearless & Fairness, the two demon dogs with incredible speed and dangerous skills. Try to stay beside and behind them and Evade as much as possible while frequently attacking in Witch Time. Use the sword and shotguns in this battle. The blade passes nicely through both enemies when you perform the Punch, Kick, Punch combo. An **Arcade Bullet** is earned by defeating Fearless (Blue).

STAGE THREE

Continue along the pathway to meet the last group of enemies in Verse 4—two Affinities with horns and an Applaud with a spear. On the broken path ahead, two Affinities with trumpets that attack from afar. Defeat the Affinities and take the horn. Shoot the horn (hold Kick) and aim the laser beam that's emitted across the gap and through the trumpeters on the other side. Evade the trumpet fireballs to enter Witch Time. The final platform falls a few seconds after jumping on it whether you've defeated the last (smaller) trumpeters or not.

57 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the right side of the clearing, just after completing Verse 5. The bird is on the ground, so run up and catch it before it flies off.

The **Heavenly Manipulators journal** is on the opposite side of the platform **(F)**. Pick it up, then *turn* the dial on the far left side of the platform to activate an odd machine that miraculously makes the moon appear! Switch your weapon to the whip. Using Witch Walk, approach the glowing blue monument at the end of the platform and jump into the hole at the top.

KEY ITEMS: SONATE IN DK.448, BROKEN WITCH HEART X2, BROKEN MOON PEARL

VERSE 5

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Decorations x10
Stage 2: Glory (blue) x1
Stage 3: Harmony x3 (first appearance)

NORMAL MODE
Stage 1: Decorations x8, Dear x4
Stage 2: Grace & Glory
Stage 3: Harmony x3

HARD (and above) MODES
Stage 1: Decorations x5, Dear x7
Stage 2: Joy x3
Stage 3: Harmony x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:50	1250	0	2:30	13129	0	3:20	6500	0	4:40	2660	0
GOLD	2:27	800	500	3:20	6032	500	4:27	3200	1000	6:14	1484	1500
SILVER	3:04	650	1000	4:10	3666	1000	5:34	2100	2000	7:47	1092	3000
BRONZE	3:40	500	1500	5:00	1300	1500	6:40	1000	3000	9:20	700	4500

HORIZONTAL FALL FIGHTING

STAGE ONE

Make sure you have the whip ready. When you pass through the monument hole during Witch Time, you begin falling face first through the dark night air. Enemies come into view; try to attack as many as you can while flying through the air. You can actually crash through them and kill these foes instantly if your aim is good. You can also pause mid-air and shoot those that get past you. This is a good job for the whip. After veering and whipping these foes, you land on a new platform **(G)** to begin the second stage of the battle. Aim low to the ground upon entry to smash the rocks and reveal items.

STAGE TWO

You touch down on a large platform **(G)** with a Grace and Glory. Nice welcoming party. Evade and enter Witch Time to manage these monsters. Try to get one in the vice torture machine and take the other out with the dropped claw. After finishing them off, a new kind of creature appears to do battle with the witchy woman.

STAGE THREE: HARMONY

These creatures resemble manta rays attack ferociously at the onset of stage three. As soon as you have control, Evade the charging Harmony in front of you. If you have full magic, perform the unique Torture Attack on one of the enemies. This is fantastic; Bayonetta mounts the hovering beast like a surfboard, pulls out a chainsaw, and then violently slices it into two bloody halves. Quickly press the Punch button to earn extra bonus points

After performing the move, the chainsaw remains in Bayonetta's possession, allowing you to attack another Harmony before this weapon reaches its max usage. These foes can warp from one position to the next. They also have a floating bubble attack that you should avoid at all costs. Damage the floating menaces with jumping, air-hanging attacks. Knock 'em to the ground and finish them off. After defeating the third stage enemies, a **Sonate in DK.448 LP** appears before the stairs. Find the **Broken Witch Heart** in the chest to the right of the stairs.

93 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is on top of a tall spire column near the stairs. The best way to reach it is to destroy the gargoyle on the short column on the left side of the stairs and use this as a launching pad for your triple jump to the bird.

Follow the stairs to the top while Evading the damaging, blowing wind and pausing only to destroy gargoyles for items. Stop at the landing **(H)** with the Gates of Hell shop portal and look to your left, over the edge of the stairs. There's a platform you can jump down to that contains a **Broken Moon Pearl** in a chest and **The Witches' Tears Of Blood journal** nearby.

Head to the top of the stairs and smash the vases lining the platforms beside the large locked door. Get on top of the platform above the door and jump on the floor switch to unlock the door, then enter the building **(I)**.

VERSE 6

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Ardor x1

NORMAL (and above) MODES
Stage 1: Ardor x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	260	0	0:50	8360	0	1:00	1860	0	1:20	1860	0
GOLD	0:54	224	500	1:07	4004	500	1:20	1104	1000	1:47	1104	1500
SILVER	1:07	212	1000	1:24	2552	1000	1:40	852	2000	2:14	852	3000
BRONZE	1:20	200	1500	1:40	1100	1500	2:00	600	3000	2:40	600	4500

JÖRMUNGANDR'S STAFF: INTERIOR

Follow the winding stairs up the tall tower **(I)** until the stage one Ardors attack. This is your first encounter with these new enemies. The good news is they're not as tough as they look…

ARDORS

The Ardors are very slow compared to the enemies you've been fighting recently. Dodge their dashing sword attacks and go off on them in Witch Time. Use any available Torture Attack as soon as it becomes available. Take the large broadsword of the fallen and use it on the survivor for some devastating hacks and slashes. Defeating the two armored angels triggers a full moon, which enables Witch Walk, allowing you to scale the tower much more easily.

WITCH WALK UP THE TOWER

Use Witch Walk to run up the tower walls while avoiding the red, fiery wall graffiti (you'll receive contact damage if you step on the glowing symbols). Stop only to destroy gargoyles for items. Avoid the falling walkway that's breaking away from the walls as you progress upward. Jump over the debris if you cannot Evade it in time. Move all around the tower to make sure you don't miss any items along the way. Halfway up, you trigger a Harmony attack.

VERSE 7

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Harmony x2

NORMAL MODE
Stage 1: Harmony x4

HARD (and above) MODES
Stage 1: Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	30	0	0:40	110	0	1:30	1860	0	1:30	800	0
GOLD	0:40	—	500	0:54	—	500	2:00	1104	1000	2:00	560	1500
SILVER	0:50	—	1000	1:07	—	1000	2:30	852	2000	2:30	480	3000
BRONZE	1:00	—	1500	1:20	—	1500	3:00	600	3000	3:00	400	4500

HARMONY TOWER BATTLE

Four Harmony attack as you near the top of the tower (that's right, a four-part Harmony in Normal mode). The whip is a good weapon for this fight. The katana is also excellent for air-hanging attacks or the Punch, Kick, Punch combo that produces the special slicing blade attack. Completing this battle unlocks the Verse 8 Alfheim Battle Arena back at the bottom of the tower. Specifically, the arena becomes available once all the spiral stairs have fallen. Head back down and attempt this challenge.

KEY ITEMS: BROKEN WITCH HEART

VERSE 8: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Decorations (numerous), Dear (numerous)

HARD MODE
Stage 1: Fearless & Fairness (numerous)

NONSTOP CLIMAX MODE
Stage 1: Grace & Glory (numerous)

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	1:30	30	0	3:20	30	0	3:20	30	0
GOLD	—	—	—	1:35	—	400	3:35	—	400	3:35	—	400
SILVER	—	—	—	1:39	—	800	3:51	—	800	3:51	—	800
BRONZE	—	—	—	1:44	—	1200	4:06	—	1200	4:06	—	1200

STAY IN THE AIR!

Remain in the air for a specified amount of time. You do not need to kill a certain number of enemies. We suggest equipping the katana to your hands and the shotguns to your feet; although just equipping the whip and methodically moving from one enemy to the next also makes this verse quite manageable.

MODE	TIME LIMIT	HP	REQ. AIR TIME
Normal	2:00	3	1:00
Hard	3:50	3	0:30
Climax	3:50	3	0:30

With the katana in hand, double-jump into the air and Punch to swing the blade. It doesn't matter if you hit an enemy; you'll still hang in the air when you swing. Avoid using charged swings, as they result in unstoppable ground pounding moves. You must keep your feet off the ground or the hang time counter resets.

Pressing the Kick button twice while in the air will shoot the shotguns at enemies below you that are automatically target selected. The recoil from the shotgun sends you higher into the air like little rockets on your feet. Do this as often as possible after a couple of swings; press the Kick button twice and hope for a boost.

The higher you can get into the air, the better off you'll be. Try to hit the enemies to maintain flight. After striking a creature, you can immediately jump up higher into the air. Move the left stick in the direction of the enemies to try to get above them and set up for another shotgun boost. Repeat this strategy until you hang in the air for one minute. As a last ditch effort, if you feel like you're eight seconds away from the finish and falling, press and hold the punch button to charge a sword swing and just hang there as long as you can to push for the goal time.

Mastering this skill makes it much easier to defeat the Harmonies (or any hovering enemy) and win an upcoming mini-boss battle with the Inspired. Pick up your **Broken Witch Heart** as you leave the arena.

94 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is located in the Battle Arena. It's on the floor of the bridge on the right side, very close to the point where the challenge is triggered. This bird is slow, so just walk up and grab it. You don't need to complete the Battle Arena to get the Crow.

KEY ITEMS: ARCADE BULLET, MAGIC FLUTE (EASY MODES ONLY)

VERSE 9

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Glory x1

NORMAL MODE
Stage 1: Grace & Glory

HARD (and above) MODES
Stage 1: Fearless x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	1:20	2660	0	0:50	800	0	0:50	480	0
GOLD	0:40	—	500	1:47	1484	500	1:07	560	1000	1:07	372	1500
SILVER	0:50	—	1000	2:14	1092	1000	1:24	480	2000	1:24	336	3000
BRONZE	1:00	—	1500	2:40	700	1500	1:40	400	3000	1:40	300	4500

TOP OF THE TOWER DOOR PUZZLE

Use the ramp at the top of the tower to pass safely through the fiery wall graffiti. Clouds cover the moon as you move beyond the far edge of the wall ramp. You fall to the ledge end of the ramp before a locked witch barrier doorway. The floor seals with a large metal flourish cover **(J)**. This room has a witch barrier and a set of ledges on the opposite side. Climb the ledges, pull the lever, and then double-jump up through the hole in the ceiling above the lever to access another room **(K)**.

There are a couple of crystal statues with a line of vases on either side in this area. Smash the vases on the right to uncover an **Arcade Bullet**. Check one of the statues to begin the verse battle with Grace & Glory. Equip the katana and go off on them. Evade as often as possible to keep things in Witch Time.

Defeat the monsters, then lift one of the statues. When the lightning countdown begins, run back to the hole in the floor, drop through, Evade the lighting to enter Witch Time, and then perform combos on the witch barrier below to reach the next area **(L)**. You exit onto a slippery, winding pathway that looks a lot like a large gray snake. First, head down the descending pathway to a nearby Battle Arena. In Easy modes, you'll find a **Magic Flute** in that direction.

VERSE 10: ALFHEIM

KEY ITEMS: BROKEN WITCH HEART

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Grace & Glory

HARD MODE
Stage 1: Grace & Glory
Stage 2: Grace x1, Glory x2

NONSTOP CLIMAX MODE
Stage 1: Grace & Glory
Stage 2: Grace x1, Glory x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	0:50	1250	0	2:00	10560	0	2:50	480	0
GOLD	—	—	—	0:53	800	400	2:09	4944	400	3:03	372	400
SILVER	—	—	—	0:55	650	800	2:18	3072	800	3:16	336	800
BRONZE	—	—	—	0:58	500	1200	2:28	1200	1200	3:29	300	1200

LIMITED KICKS AND PUNCHES!

Defeat all the angels before time expires using the limited number of punches and kicks allotted.

MODE	TIME LIMIT	HP	PUNCH/KICK LIMIT
Normal	1:00	3	Punch 10, Kick 7
Hard	2:20	3	Punch 30, Kick 23
Climax	3:10	3	Punch 40, Kick 24

The key to beating this challenge is to attack only when enemies are bunched up together so that one special attack goes right through them all—this is especially damaging during Witch Time. Equip the katana and run to the center of the arena as Grace and Glory are materializing. Stand between them and Evade as soon as one takes a swing at you.

In Witch Time, turn around and use the Punch, Kick, Punch combo to execute the large swinging blade attack that passes through both targets if they're in range. If the two creatures are not close to each other, then do not waste a punch or kick. Continue running between and away from them to force the foes to fight each other. As soon as they bunch up, approach them and wait for the attack. Evade and attack in Witch Time. Repeat this tactic until they're dead.

It's possible to finish this battle with just two dual attacks—we did it with 46 seconds remaining on the clock and used only five Punches and four Kicks. Pick up your Broken Witch Heart from the stump before you leave.

VERSE 11

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Inspired

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	800	0	1:40	1250	0	1:50	1250	0	1:40	480	0
GOLD	1:20	560	500	2:14	800	500	2:27	800	1000	2:14	372	1500
SILVER	1:40	480	1000	2:47	650	1000	3:04	650	2000	2:47	336	3000
BRONZE	2:00	400	1500	3:20	500	1500	3:40	500	3000	3:20	300	4500

SNAKE PATH

Back on the slippery path, follow the route up the incline while jumping to avoid the wind gusts and subsequent damage. As you round the central mountain, an Inspired (snake-like dragon enemy) is seen flying upward along the pathway. You'll fight this beast soon enough. When you near the fountain **(M)** at the alpine crest, jump from the path into the fountain pool and find the **Witch Graves Within The City journal** in the water.

76 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located on the back edge of the fountain pool not far from the chest. This bird is slow, so you can easily skate up and capture it before it flies off.

Find a chest behind the fountain spout and break it to uncover the final piece of the **Sonate in DK.448 LP**. Now you can trade the LP for a new weapon at the next shop you pass. Equip the katana and jump back to the snake path, then run up the incline. The Inspired smashes up through the path, weakening it and making the rest of the trip to the top much more treacherous.

CRUMBLING PATH

With the katana equipped, you can perform forward dash attacks to get ahead of the crumbling pathway. (Of course, you can also just run if you would rather spare the acrobatics.) Jump and glide only if you have to clear a gap. The gliding may cause too much air hang time and the path you need to land on could crumble before you reach it. The dash attack is a great way to get through this dangerous area quickly and safely.

INSPIRED BATTLE

You face the Inspired in a one-on-one battle at the top of the mountain **(N)**. The beast flies around the battle arena, whipping you with its tail every chance it gets. Equip the katana and use some of those air hang time attacks you learned in a recent Battle Arena. Slice the boss while in the air. Perform multiple air combos on its head and body as it passes by. Stay off the ground as much as possible.

When you knock the Inspired down to half of its health, you get the opportunity to perform a special "Counter" move on it. The prompt appears when an Inspired flies past you; at this moment, simultaneously press Punch and Kick while on the ground to begin the special counter attack. Bayonetta will mount the head of the Inspired and cock her legs, producing a double-fisted Wicked Weave. Press the Action button repeatedly and quickly for lots of bonus points as the fists and feet pummel the beast's face!

This special counter move ends with Bayonetta slamming the Inspired's head into the ground. While it's dazed, run up to the monster and unleash some combos before it has a chance to get up. Beat it until you reach the Climax option. Press Punch and Kick in unison and Bayonetta will summon Malphas to devour the dragon like a worm. Press the Action button quickly to earn bonus points.

58 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the right side of the narrow pathway leading from the Inspired battle grounds to the Jeanne battle area. Again, an Arcade Bullet appears if you've already captured the bird and are playing the level again.

TOWER

At the base of the tower **(O)**, you can enter the Gates of Hell and trade the latest LP for a new weapon… the Durga. It is said that a demon with a thousand arms is imprisoned within these razor sharp claws. From the portal at its hilt, the weapon can summon two types of arms, fire and lightning, to bear against enemies.

Exit the shop and head up the tower using the broken pathway as jump platforms. Collect the **Rodin & The Gates Of Hell journal** along the way. The **Broken Witch Heart** is in a chest on a ledge above that. Smash the gargoyle to the right of the exit at the top of the tower to uncover an **Arcade Bullet**. Exit the tower and prepare to battle another Inspired.

VERSE 12

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Inspired

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	260	0	1:00	480	0	1:10	800	0	0:50	480	0
GOLD	0:54	224	500	1:20	372	500	1:34	560	1000	1:07	372	1500
SILVER	1:07	212	1000	1:40	336	1000	1:57	480	2000	1:24	336	3000
BRONZE	1:20	200	1500	2:00	300	1500	2:20	400	3000	1:40	300	4500

GREAT UMBRAN STATUE

INSPIRED BATTLE

Another battle with a single Inspired begins when you exit the top of the tower onto the large balcony of the Great Umbran Statue **(P)**. This is similar to the last Inspired fight. Refer to our Verse 11 strategy for details on how beat this monster.

VERSE 13: HIDDEN VERSE

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Harmony x4

NORMAL MODE
Stage 1: Harmony x5

HARD (and above) MODES
Stage 1: Harmony x6

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:30	2660	0	2:10	2660	0	1:20	480	0
GOLD	1:07	560	500	2:00	1484	500	2:54	1484	1000	1:47	372	1500
SILVER	1:24	480	1000	2:30	1092	1000	3:37	1092	2000	2:14	336	3000
BRONZE	1:40	400	1500	3:00	700	1500	4:20	700	3000	2:40	300	4500

FIRST INSPIRED BATTLE ARENA

A secret verse battle is unlocked after beating the last Inspired. Head back into the tower and jump down to the bottom. Then exit and return to the arena **(N)** where you battled the first Inspired. Defeat the Harmony using air hang time katana and (as soon as you have enough Magic Power) chainsaw attacks. When the battle is won, return to the last Inspired battle area **(P)**.

VERSE 14

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Jeanne

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	260	0	2:00	480	0	2:00	800	0	3:30	480	0
GOLD	1:07	224	1000	2:40	372	1000	2:40	560	2000	4:40	372	2000
SILVER	1:24	212	2000	3:20	336	2000	3:20	480	4000	5:50	336	4000
BRONZE	1:40	200	3000	4:00	300	3000	4:00	400	6000	7:00	300	6000

JEANNE BATTLE

Smash or jump over the gate between the Inspired arena **(P)** and the area where you are about to battle Jeanne **(Q)**. Run forward until the battle intro movie plays. Witch Time is then automatically enabled. You have 10 seconds to make it across the tumbling land platforms. Jump from one platform to the next. When you reach the dead end wall, tilt up on the left stick and press the Jump button to vault to the next platform.

After a confrontational movie between Jeanne and Bayonetta, the actual fight begins. Equip the katana or Durga for this battle. If you're fortunate enough to still have the chainsaw from the bonus battle (Verse 13), use it as your first attack. This sucker will devour more than half of Jeanne's first stage of health!

A boulder flies into the arena at this mark and both Jeanne and Bayonetta catch a ride on it to continue the fight. Jeanne has access to Wicked Weaves, so be ready to Evade every move she makes to avoid this. Turn the tables on her and deal some Wicked Weave of your own.

After depleting Jeanne's health gauge of all green, another boulder comes careening toward you. After some fantastic aerial acrobatics, you both land on another battle arena platform. Jeanne will be ready to continue the battle with her Angel Slayer. When you whittle away half of her remaining health, a Counter attack is reached. Press the Punch and Kick buttons at the same time to use it.

Tap repeatedly on the Punch button as Jeanne and Bayonetta engage in a flurry of Wicked Weaves (depending upon the attack, you may need to press Kick repeatedly instead of Punch). Bayonetta's final punch breaks through and wallops Jeanne, taking all but a tenth of her health. Finish her off quickly before she can do any harm.

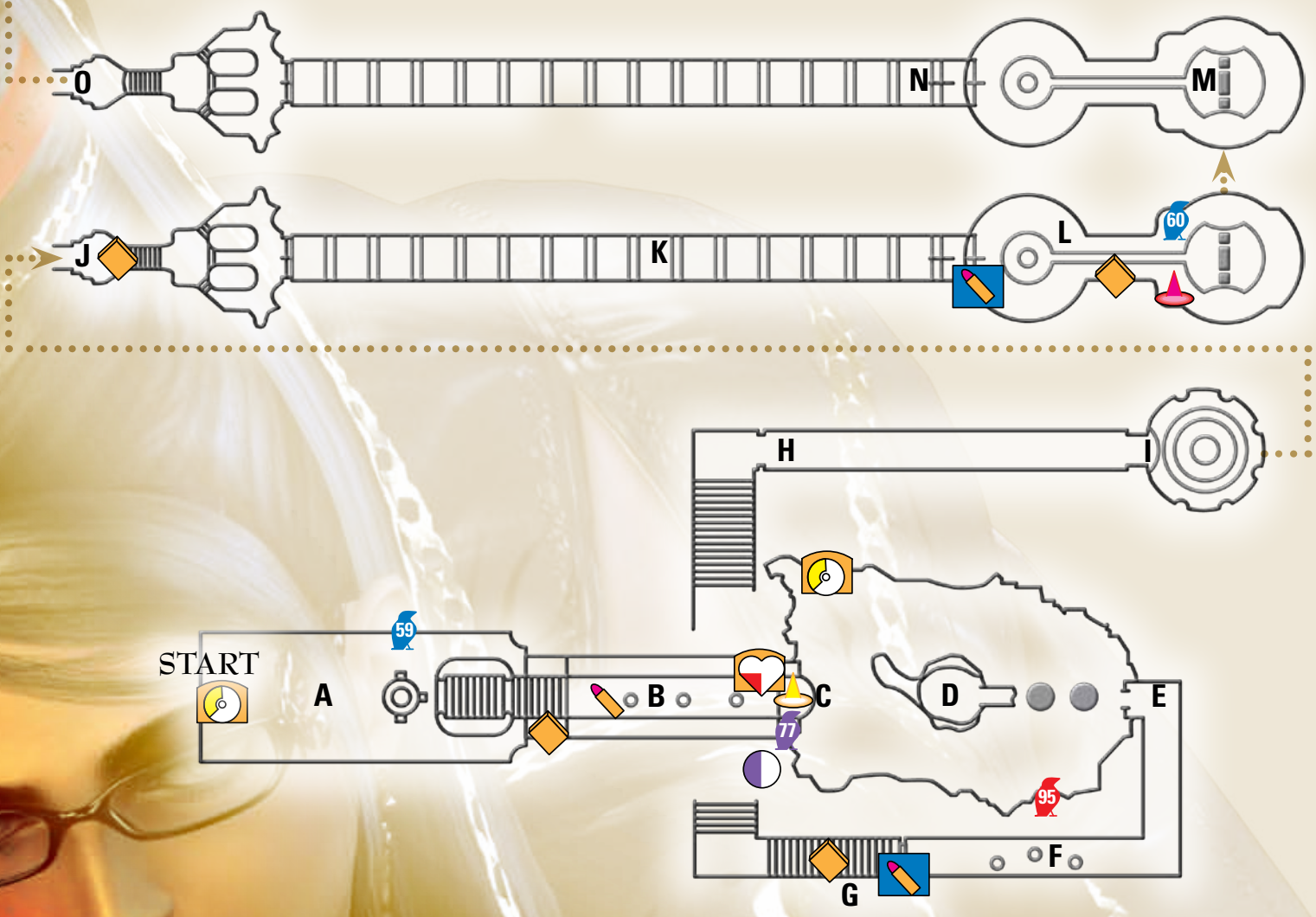
In the ending cinematic, Bayonetta sees Jeanne transform into a wildcat and speed off at lighting speed. This transformation is now also available to you. Double-tap on the Evade button and Bayonetta transforms into a black panther. While running at an incredible speed, double-jump the gap between boulders to complete the chapter!

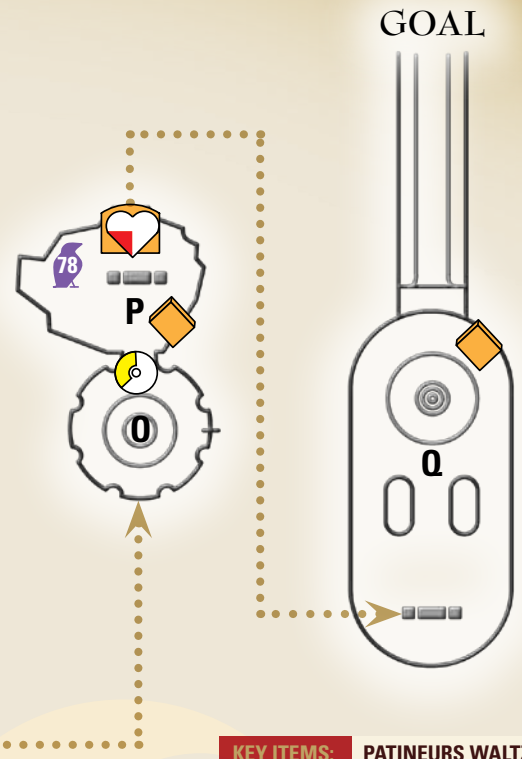
VI THE GATES OF PARADISE

PROVING GROUND RUINS

Energized with her recent discovery that she can shape shift into a lightning-quick panther, Bayonetta races after Jeanne to The Gates of Paradise, where she finds herself in the picturesque garden of the Proving Ground Ruins.

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)





- Alfheim Portal
- Antonio's Notebook
- Arcade Bullet
- Breakable Object
- Gates of Hell Portal
- Gold LP
- Broken Moon Pearl
- Broken Witch Heart
- Witch Sarcophagus

KEY ITEMS: PATINEURS WALTZ OP.183 LP X2, ENTERING VIGRID JOURNAL, ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

EASY MODES
Affinity (Spear) x1,
Affinity (Flail) x1, Ardor x1

NORMAL MODE
Affinity (Spear) x1,
Affinity (Flail) x1,
Affinity(Trumpet) x2, Ardor x1

HARD (and above) MODES
Fire Affinity (Spear) x3, Fire Ardor x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	1250	0	1:00	6500	0	1:30	8360	0	1:30	4950	0
GOLD	1:07	800	500	1:20	3200	500	2:00	4004	1000	2:00	2520	1500
SILVER	1:24	650	1000	1:40	2100	1000	2:30	2552	2000	2:30	1710	3000
BRONZE	1:40	500	1500	2:00	1000	1500	3:00	1100	3000	3:00	900	4500

From your starting position **(A)** in the Proving Ground Ruins, turn around to find a witch's sarcophagus beside the wall. Break it open to uncover the Les **Patineurs Waltz op.183 LP**.

59 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the perimeter wall to the left from your starting position. This is a skittish bird, so you must unleash the beast within, then run up and jump toward it as a panther. Press the Action button when prompted to catch the Crow before it flies out of your range.

Smash the vases in the area for items and collect the **Entering Vigrid journal** from the ledge to the right of the large gate entrance to the ruins. Prepare for a battle with four Affinities and an Ardor inside these ruins, then bring down the gated entrance with a few combos and enter **(B)**.

RUINS HALLWAY BATTLE

Evade the first enemy attack and trigger Witch Time. Concentrate on the Ardor; any other collateral damage is just fine. The trumpeting Affinities are standoffish, so keep an eye out for trumpet projectiles. These can be knocked back while in Witch Time. The katana is still the weapon of choice. Continue using Wicked Punches and arm yourself with the dropped weapons, turning them on the remaining enemies. The Ardor drops an **Arcade Bullet** among other goodies.

After the battle, a line of glowing switch-plates rises from the ground. Before you partake in that challenge, double-jump up onto the high ledges on either side of the hallway. There's a chest on the left ledge containing a **Broken Witch Heart**. Other vases hold a butterfly and some Halos. Exit the hall, then turn around and face the floor switches from the stairs. Run forward and double-tap the Evade button to unleash the panther in you. Run across each switch plate to unlock the next door, then rush inside **(C)** before the door shuts.

RUINS LAKE

Your sprint leads to a balcony **(C)** overlooking a lake, completely surrounded by canyon walls, and the ruins beyond. You spot a small human girl with a doll running into the next ruins building **(E)**. This is your destination.

Jump into the water below and panther run to the left toward the suspicious pile of rocks along the cliff side. Smash the stones with some combos to reveal a chest, then break that open to uncover the second piece of the **Les Patineurs Waltz op.183 LP**. Get to the top of the little island **(D)** in the middle of the lake and inspect the broken crystal statue.

95 CLIMAX MODE UMBRAN TEARS OF BLOOD

The one and only Climax crow in this chapter is on the high ledge in the lake area. Double-jump from the center island (D) and use Crow Within to fly to the ledge and catch this bird.

VERSE 2

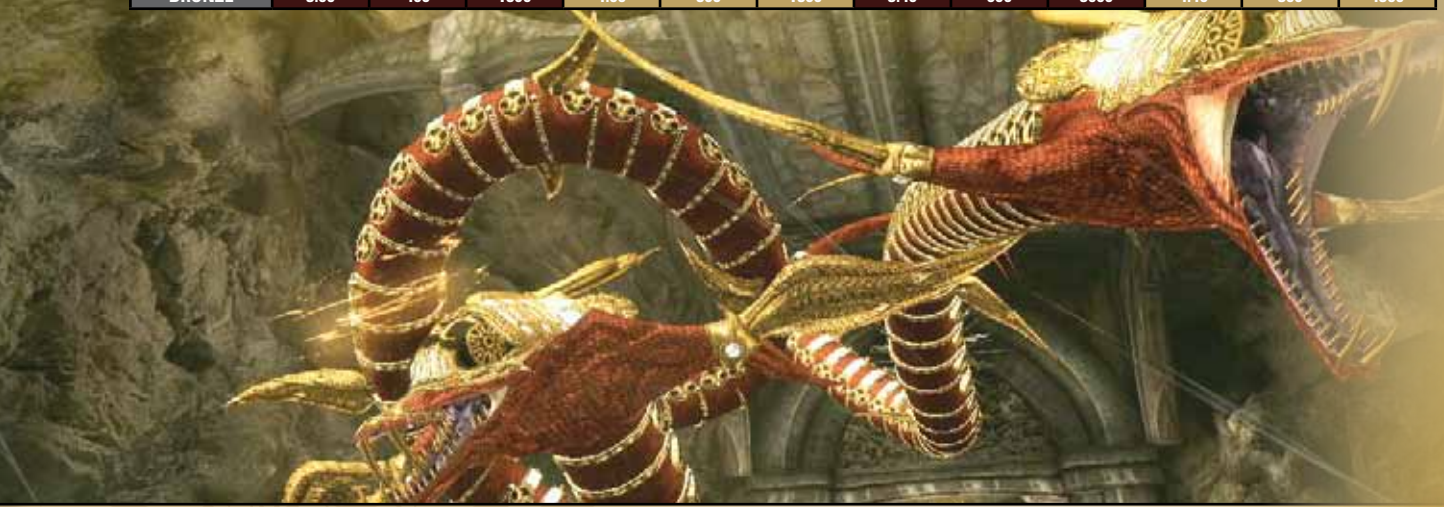
ENEMY ENCOUNTERS

ALL MODES

Inspired x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	800	0	2:00	1250	0	1:50	1860	0	2:20	480	0
GOLD	2:00	560	500	2:40	800	500	2:27	1104	1000	3:07	372	1500
SILVER	2:30	480	1000	3:20	650	1000	3:04	852	2000	3:54	336	3000
BRONZE	3:00	400	1500	4:00	500	1500	3:40	600	3000	4:40	300	4500



INSPIRED RUINS LAKE BATTLE

This triggers a battle with two Inspired beasts, which leap out of the water to attack. Remain on the island and begin performing air hang sword attacks. Allow the enemy to come to you. If the creature is hidden under the water, it will pop out and make a bite attack. You get the prompt for the special counter attack is when the creature makes a flying pass either at you or just past you. You can be either on top of the rock or standing in the water for this to happen.

The counter will hit the creature with a flurry of Wicked Punches and Kicks and Bayonetta will then finish the beast off by slamming its head into the ground. A vitality power-up can be obtained from the first Inspired killed.

Return to the island and finish off the second creature by attempting the same counter move. Remaining in the air when the creature flies by often triggers the prompt for this attack. Mash the Action button repeatedly to increase your bonus during this attack.

A Climax counter attack can be performed on the final Inspired. This summons the large black raven, Malphas, who then devours the worm-like creature. Again, pressing the Action button during this attack increases your bonus.

CRYSTAL STATUES

Defeating the Inspired foes repairs the broken crystal statue on the island. Lift either of the statues and Evade the lightning to enter Witch Time. Cross the frozen fountains between the island and the next balcony while in the form of the panther. Run and leap from fountain to fountain, then onto the balcony and into the next hall **(E)** to begin Verse 3.

VERSE 3

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Decorations x5
Stage 2: Affinity (Spear) x1, Affinity (Flail) x1, Applaud (Spear) x1

NORMAL MODE
Stage 1: Decorations x3, Dear x1
Stage 2: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x2, Applaud (Spear) x1

HARD (and above) MODES
Stage 1: Dear & Decorations x1
Stage 2: Affinity (Spear) x1, Affinity (Flail) x1, Applaud (Spear) x1, Applaud (Bow) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	800	0	1:20	3680	0	2:00	4950	0	1:40	2660	0
GOLD	1:20	560	500	1:47	1952	500	2:40	2520	1000	2:14	1484	1500
SILVER	1:40	480	1000	2:14	1376	1000	3:20	1710	2000	2:47	1092	3000
BRONZE	2:00	400	1500	2:40	800	1500	4:00	900	3000	3:20	700	4500

RUINS CORRIDOR

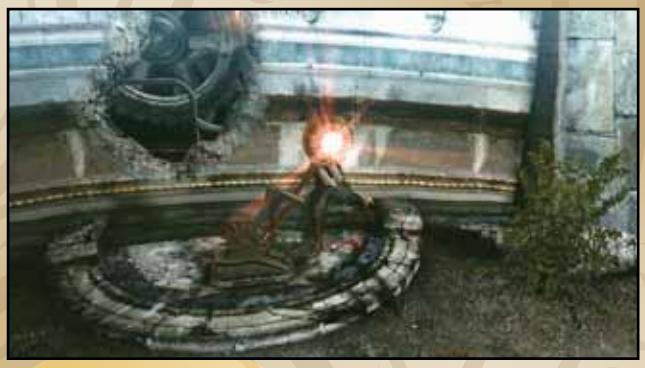
When you defeat the Dear & Decorations in the corridor, the verse curiously does not complete. Head further down the corridor and you'll get a glimpse of the human girl walking around the corner ahead.

SPIKED FLOOR

There's a massive floor hazard **(F)** around the first bend in the corridor, along with four panels of spiked grids separated by floor switches. The spikes push up through the floor in an erratic group pattern. Stand before each spike grid and study the movement until you're sure that you can find a section to run past as soon as the spikes leave that section. While running, Evade to slow things down a bit if a spike gets too close.

There's a pile of rocks on the left side of the corridor, beyond the last spike grid. Break away the rocks to reveal a lever, then pull it to deactivate the spikes. This also triggers the second stage of the verse battle.

Defeat the team of Affinities and Applaud to clear the corridor and complete the Verse 3 battle. Defeating the enemy raises the beast floor switches in the same corridor and unlocks the one and only Battle Arena in this chapter. You can find the portal on the original balcony **(C)** at the lake. Take this challenge before exploring further.



KEY ITEMS BROKEN MOON PEARL

VERSE 4: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Applaud (Spear) x2, Applaud (Bow) x1
Stage 2: Harmony x4
Stage 3: Grace & Glory
Stage 4: Fearless & Fairness

HARD MODE
Stage 1: Fire Affinity x4, Fire Ardor x1
Stage 2: Fairness x2, Fire Ardor x1
Stage 3: Joy x3

NONSTOP CLIMAX MODE
Stage 1: Gracious & Glorious

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	4:00	116480	0	4:50	104760	0	2:40	1860	0
GOLD	—	—	—	4:12	48272	400	5:13	43524	400	2:53	1104	400
SILVER	—	—	—	4:24	25536	800	5:35	23112	800	3:05	852	800
BRONZE	—	—	—	4:36	2800	1200	5:57	2700	1200	3:17	600	1200

GIGA-DON'T

When performing the required Torture Attacks, it's best when your opponent survives the torture so you can use the creature to gain more Magic Power later. With that said, do not increase the power of the torture by tapping the corresponding button when prompted. Some of the bigger enemies will survive a weak torture.

TARGET THE WEAK

Always target the weakest enemy for a Torture Attack; the healthy ones are the source of more Magic Power through Witch Time attacks.

USE TORTURE ATTACKS

This Alfheim portal **(C)** is unlocked once you defeat all the Verse 3 enemies in the spiked floor corridor **(F)**. Defeat all the angels before time expires while executing the required number of Torture Attacks.

MODE	TIME LIMIT	HP	TORTURE ATTACKS REQ.
Normal	**4:50**	**3**	**5**
Hard	**5:30**	**3**	**7**
Climax	**3:00**	**3**	**1**

77 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located on the end of the left bridge railing as you are entering the Battle Arena challenge ring. You cannot grab the bird before the challenge, as it triggers just before you can reach the Crow. You must first complete the challenge and then grab the bird on your way out.

Select the katana. Hold the Taunt button to fill your Magic gauge and acquire enough Magic Power to perform the required number of Torture Attacks without running out of enemies before meeting that quota. Getting hit drains your Magic gauge, so avoid this at all costs.

You gain more Magic Power by attacking during Witch Time, so you must fight near the enemy and Evade attacks like a madman… ahem… mad-*woman*. In the first stage with the angels, you should get at least one Torture Attack in just before all the enemies in this stage are defeated. You'll then have enough Magic Power going into the next stage that you need only a couple more hits before earning your second Torture Attack.

You must score one more Torture Attack than there are stages in Normal Mode. It's easier to get a couple in on Stage 3 with the Grace & Glory since they're pretty tough defensively. The quick, powerful, and relentless Fearless & Fairness in the final stage is the toughest. Hopefully, you have enough Magic Power to perform the last Torture Attack before having to go head-to-head with these two longer than necessary. When complete, pick up the **Broken Moon Pearl** on your way out.

KEY ITEMS: ARCADE BULLET, NOTE ON THE TOPIC OF MAGIC-IV JOURNAL

VERSE 5

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Grace & Glory
Stage 2: Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 3: Applaud (Bow) x1

NORMAL MODE
Stage 1: Grace & Glory
Stage 2: Grace & Glory
Stage 3: Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 4: Applaud (Bow) x3

HARD MODE
Stage 1: Gracious x1
Stage 2: Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 3: Applaud (Bow) x3

NONSTOP CLIMAX MODE
Stage 1: Gracious & Glorious
Stage 2: Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 3: Applaud (Bow) x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	1250	0	3:20	10560	0	3:00	6500	0	3:20	3680	0
GOLD	2:00	800	500	4:27	4944	500	4:00	3200	1000	4:27	1952	1500
SILVER	2:30	650	1000	5:34	3072	1000	5:00	2100	2000	5:34	1376	3000
BRONZE	3:00	500	1500	6:40	1200	1500	6:00	1000	3000	6:40	800	4500

RETURN TO SPIKED CORRIDOR

After completing the Battle Arena, use the crystal statues to return to the spiked corridor. Transform into the panther and cross the three floor switches while running toward the door to the next corridor **(G)**. Just as you enter, smash the vase on the left side of the door to find an **Arcade Bullet**.

The **Note On The Topic Of Magic-IV journal** is on the stairs. Climb the steps and follow the bend in the corridor to begin the first stage of the Verse 5 battle.

GRACE & GLORY

You face the ferocious Grace & Glory, so exercise an itchy Evade trigger finger. Use the panther if you need to move faster than Bayonetta can on just two feet. Defeat the first pair and another tandem attacks. Vanquish the second two and the battle is not over, but the barrier blocking the next corridor is disabled. Continue down the next hallway **(H)** for a peek outside. The little girl is walking through a slightly opened doorway **(I)** across the bridge.

AFFINITIES

As you give chase, another team of enemies tries to stop you on the bridge. Take out the four Affinities using their weapons against them whenever possible. As you run to the middle of the bridge where the two trumpeters stand, the bridge explodes, sending them into the poison below—two quick kills!

APPLAUDS

Three Applauds with bows arrive as reinforcements from the previous exit. If a spear is lying around, pick it up and perform the pole swinging attack; otherwise, Evade bows and take them out with Wicked Punches and Kicks in Witch Time. Take the first dropped bow and turn it on the survivors.

Back up from the gap in the bridge and then run, double-tap the Evade button, and double-jump over the chasm panther form. The verse battle does not end until you reach the other side of the bridge. Inspect the next door, then press the Action button to enter the next chamber.

VERSE 6

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Affinity (Spear) x9, Applaud (Spear) x1 (3 at once)

NORMAL (and above) MODES

Stage 1: Affinity (Spear) x15, Applaud (Spear) x1 (3 at once)
Stage 2: When 6 killed, 4 attack at once
Stage 3: When 10 killed, 5 attack at once

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	3680	0	1:50	38000	0	2:20	50610	0	2:10	16100	0
GOLD	1:20	1952	500	2:27	16340	500	3:07	21504	1000	2:54	7280	1500
SILVER	1:40	1376	1000	3:04	9120	1000	3:54	11802	2000	3:37	4340	3000
BRONZE	2:00	800	1500	3:40	1900	1500	4:40	2100	3000	4:20	1400	4500

SPIRIT OF BAYONETTA BATTLE

Inside the chamber **(I)**, Bayonetta spots a group of Affinities crowding around the human girl. After fashionably annihilating them, the little girl and Bayonetta talk. A booming internal voice says she's the key to Bayonetta's future and must be saved.

Affinities attack again and Bayonetta enters the real world. She puts her arms around the girl to shield her, then draws a protective barrier around her like a force field to keep her safe from those in Purgatorio. The Verse 6 battle is played out in the little girl's perspective; looking into Purgatorio where Bayonetta returns to fight. Bayonetta is actually projecting her shadow-self out to fight the angels. Her body is still inside the barrier with the girl. In the ending cut-scene, she wakes up next to the girl after the barrier has dissipated.

Use the panther to run from large masses of enemies unless you're on a great kill streak and the bodies are just dropping like flies. Perform Torture Attacks and Wicked Weaves. Evade to enter Witch Time as often as possible. Use dropped weapons whenever you can, especially the spears for the pole spin attack. This is the biggest battle (in terms of number of enemies at once) you've faced so far. There is a health bar for the force field and the angels will attack this protective barrier. If you stand too close, the force field may take collateral damage, so taunt enemies away from it.

When the battle is won, you earn "**A Mother's Love**" achievement/trophy. Bayonetta and the little girl have a interesting conversation… the girl, Cereza, refers to her as "Mummy" and she's not talking about an old dead dude wrapped in rags. She says her daddy told her to come here. You must now protect Cereza on your travels. Leave the chamber through the door that prompts you to "check" it.

KEY ITEMS: THE LAGUNA FAITH AND VIGRID'S RISE JOURNAL, PURGATORIO, CENTER OF THE TRINITY JOURNAL

VERSE 7

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x3
Stage 2: Beloved Giant x1

NORMAL (and above) MODES
Stage 1: Affinity (Spear) x3
Stage 2: Affinity (Spear) x2
Stage 3: Beloved Giant x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	1860	0	2:00	2660	0	2:20	2660	0	2:10	1250	0
GOLD	2:00	1104	500	2:40	1484	500	3:07	1484	1000	2:54	800	1500
SILVER	2:30	852	1000	3:20	1092	1000	3:54	1092	2000	3:37	650	3000
BRONZE	3:00	600	1500	4:00	700	1500	4:40	700	3000	4:20	500	4500

VIGRID RUINS

Collect **The Laguna Faith and Vigrid's Rise journal** before the steps in the stormy courtyard **(J)**. The Verse 7 battle begins when you ascend the first flight of steps to the main courtyard. Your attacks in the real world have no effect on the angels, so you must pick up and use the large, fallen lamppost to defeat the Affinities. Grab it and smack each one of them a couple times. The weapon is slow, but packs a powerful punch. During this battle—and others to follow—Cereza's health gauge appears below yours. The angels will target the girl, so keep her safe or fail.

Once the first four have been pummeled, climb the next set of stairs and defeat the remaining two in the second stage that appear near the large gated exit. Kick in the gate to continue into the covered alleyway **(K)**.

BELOVED ATTACK

As you make your way through the alleyway, a very large Beloved jumps out of nowhere and lands behind you. When you turn around, it starts attacking Cereza. Her force field fends off the brunt of the attack, but each punch drains her health incrementally. The only way to damage angels in the other realm is to attack with real world objects. The alleyway is lined with dumpsters, vehicles, and large metal beams. So, as you back away from the approaching Beloved toward the exit **(L)**, quickly pick up and throw these objects at the beast or beat it with the large beams. Your goal is to escape the alleyway with your lives. Don't worry about damaging the boss; just keep it back and away from Cereza.

Run ahead and throw more objects as you continue toward the exit. When the Beloved breaks through the final gate, run toward the camera to complete the verse. You cannot kill the boss yet.

THE REALM PORTAL

Explore the new courtyard **(L)**, breaking benches for items and collecting the **Purgatorio, Center Of The Trinity journal**. You can also find a portal to the Gates of Hell shop in this area. You may need to buy some new healing items now. There's also a Normal mode Crow here.

60 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the sidewalk near the portal. You must transform into the panther to catch this skittish bird. We also found it easier to do this by running from the portal end of the courtyard toward the bird and the trapped Beloved.

THE GATES OF HELL

When you visit the Gates of Hell, you're offered some new items for purchase, including Bat Within. This allows you to offset some damage during an attack by quickly dispersing into a cloud of bats. Crow Within is another new technique that grants the ability to transform into a Crow when you're airborne. If you have enough Halos to afford these two items, then get 'em now.

VERSE 8

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Fearless & Fairness
Stage 2: Beloved Giant

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:50	2660	0	2:20	8360	0	3:40	3680	0	2:40	2660	0
GOLD	2:27	1484	500	3:07	4004	500	4:54	1952	1000	3:34	1484	1500
SILVER	3:04	1092	1000	3:54	2552	1000	6:07	1376	2000	4:27	1092	3000
BRONZE	3:40	700	1500	4:40	1100	1500	7:20	800	3000	5:20	700	4500

PARADISO: GLIMPSE OF A TEMPLE

Head for the blind side of the portal and walk through it to enter Paradiso **(M)**. Cereza passes through with you and is overly excited to be there. She takes off running, but Bayonetta catches her by the scruff. The portal is suddenly sealed shut and angels attack.

Fearless & Fairness may start the battle by shooting a beam of destructive energy that extends the length of the battlefield. The blue Fearless is responsible for this attack, so make it your first target. Jump over the beam and attack its source while the beast is preoccupied.

Attack as often as you can while in Witch Time to fill your Magic Gauge quickly. Once it's full, approach the healthiest creature and unleash a Torture Attack. Mash the Kick button to score the greatest damage from this attack as the spiked wheel grinds through the creature's back.

After taking out the Fearless, you can devote your full attention to the Fairness. Cereza follows as you move about. You must attack the beast, so make use of your most powerful attacks. Continue working in Witch Time when you can and use Wicked Weaves. Avoid battling the monster head-on; always move to its side or rear. The battle is not over when the Fairness is defeated; you must still deal with the Beloved stuck in the alleyway **(N)**.

BELOVED

Run over to the Beloved and Evade falling meteors. No damage can be inflicted at this time, but it soon breaks free from the small alleyway. As soon as the creature is loose, it crawls on the ground toward Cereza and tries to grab her. Her protective force shield withstands the initial attempt, but soon crumbles under the force of the beast's mighty hands. The Beloved picks her up and holds her out for a good look at its prize.

The Beloved falls in love with Cereza, which seems kind of creepy. It then spots Bayonetta and holds the child between its teeth for safe-keeping before resuming the attack. Cereza's health gauge appears on screen again, but you won't hurt her because you're going to attack the creature from behind.

Keep in mind that this Beloved is twice the size of a normal one and has different attacks. It doesn't do the sideways sweep with its axe, which ordinarily makes these creatures easy targets for Witch Time opportunities. Also, the spin kick that throws a normal Beloved up in the air when it's stunned and prone does not work on this larger beast.

Perform air hanging sword attacks on the glowing emblem on the creature's back. When half of the Beloved's health is gone, Cereza is thrown into the air, but the beast catches her and places her back between its teeth.

Stay clear of the Beloved when it summons more meteors to drop out of the sky—Evade the meteors for a Witch Time opportunity. Afterward, continue your attack. Bring the giant's health all the way down and perform a Climax move. Press Punch and Kick simultaneously when prompted and Gomorrah is summoned to finish off the Beloved. Cereza is, once again, thrown free, but this time Bayonetta safely catches her. The Beloved's heart breaks just before its back does.

VERSE 9

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Fake Bayonetta
Stage 2: Joy

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:40	1860	0	2:20	1250	0	2:30	1860	0	2:00	480	0
GOLD	2:14	1104	500	3:07	800	500	3:20	1104	1000	2:40	372	1500
SILVER	2:47	852	1000	3:54	650	1000	4:10	852	2000	3:20	336	3000
BRONZE	3:20	600	1500	4:40	500	1500	5:00	600	3000	4:00	300	4500

LASER TAG

Verse 9 begins immediately after Verse 8 ends. A fake Bayonetta has kidnapped Cereza and is floating quickly away through the next tunnel passageway. Leap over or Evade the laser beams emerging from the next pathway **(N)**. Run through this treacherous course while in panther form and dodge the lasers. Since falling behind the escaping clone causes you to fail, use the panther to quickly reach the chamber **(O)**.

Arriving in time triggers a cut-scene where your bullet penetrates the imposter's head. This is quickly healed, but you've thwarted her escape. Confused, Cereza does not know which is the real Mummy witch when she sees you enter the room. Bayonetta gives her a wink to let her know and the little girl bites her captive's arm, causing the imposter to drop her. What follows is a glorious girl fight. Both begin to strike as many sexy poses as they can muster in an attempt to outdo the other. It's hilarious. Of course, it ultimately ends in a fight.

The Bayonetta imitator begins the battle with a dash attack; try to Evade it to enter Witch Time. The fake is also only armed with firearms, so use the katana and shotguns on your feet. Once you've knocked her off balance with a successful attack, it's an easy finish if you can keep up the relentless combos and Wicked Weaves.

The imposter has a health bar of vitality. Stage 2 is reached once you deplete her of health. She drops and performs one last suggestive pose, then shape shifts into her real form. You will now fight a new angel called Joy, as the pose suggests.

FIGHT THE JOY

Joy's hands transform into guns, or a sword and whip.. When the whip is used, it's tough to battle her at long range, but easy to Evade and enter Witch Time. Unless you attack continuously, Joy splits into two at the beginning of the battle. Notice that there are now two health gauges at the bottom of the screen. The health gauge of the Joy you are currently attacking grows larger in size and jumps on top of the one you are not. The second Joy is equipped with the exact same weapon and each can shoot out laser beams like the ones experienced when chasing your imposter through the previous pathway. They also both can shoot out feathers that spin around and seek Bayonetta out—the same kick attack Bayonetta has in her crow form.

Dodge the sword or whip attack to enter Witch Time, then annihilate the creature while defenseless with wicked combos and Wicked Weaves. When you complete the job, the **Les Patineurs Waltz op.183 LP** appears at the entrance. Your LP should be complete now and you'll be able to trade for Skates at the next stop at the shop! Take it and head toward the portal **(P)** outside, but do not enter it just yet.

78 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow on the ground in the grass to the left of the portal. It's so quick that even skates or panther running won't cut it. Double-jump and use Crow Within to fly over the bird. When it flies away, you'll already be in the air and ready to catch it.

Find **The Angel's Banquet Hall-Alfheim journal** to the right of the portal, then smash the chest behind it to uncover a **Broken Witch Heart**. Now enter the portal **(P)**.

VIGRID AIR FORCE BASE

Have you noticed Cereza is missing? When you pass through the portal, you find yourself in the Vigrid Air Force Base **(Q)**. Head past the statues and find the **Prominence Bridge journal** on the right. Continue along the bridge to find Luka with Cereza.

Bayonetta enters the real world realm and becomes visible to her two new friends. Luka is confused and thinks that you murdered her parents. How else could you have come by a child on your quest? Bayonetta leaves the child in Luka's care. As they are separated and Bayonetta returns to the Purgatorio realm, she notices that the strange little child can still see her.

VII THE CARDINAL VIRTUE OF TEMPERANCE

TEMPERANTIA

After leaving Cereza in Luka's care, Bayonetta seeks out the cardinal virtue of temperance, Temperantia. She finds the creature in a brutal storm at the military airport. Temperantia gives Bayonetta a little history lesson before the battle begins, explaining that "Long before this universe came to be, the first Armageddon split reality into light, dark, and chaos. It was in this battle that those who rebelled against the light claimed dominion over the darkness. We have but one goal: resurrecting the Creator and reunifying the Trinity of Realities." Evidently, this is the purpose for Bayonetta's sacrifice. Sounds like fightin' words…

PLATFORMS

There are three stages to this battle. Fight on the platforms until you do enough damage to cause Temperantia to punch, then run up his arm and tear it off. Do this again for the other arm, then run around on its body, fighting the energy spheres until you fight the head. Temperantia doesn't always perform specific attacks in the order described here. Rather, the boss has a set of specific attacks at its disposal.

Have your healing, invincibility, and attack enhancing lollipops ready in the shortcut menu (these do affect your score in Normal mode, however). In the first stage, you fight while on a small floating, concrete platform and the boss stands just out of reach with tentacles flailing. Temperantia may quickly attach a tentacle to the platform and holds it in place while another tentacle to the right shoots projectiles at you.

Make the tentacle holding your platform the focus of your attacks. Like the last big boss (Fortitudo) you fought in Chapter IV, execution of Wicked Weaves are simplified to single button presses. For the most damage, attack the boss in Witch Time using the katana. Target the glowing emblem, as that seems to be the most sensitive area.

The creature unlatches the left tentacle from the platform as you break away the protective layer from a lower tentacle. Temperantia then grabs the platform with its left tentacle (on your right). Focus your attack on the attached tentacle. When three tentacles on this arm shed their protective layers, the boss lets go and punches the platform. This is the beginning of the second stage of the battle. Avoid damage from the mighty punch.

MORE PLATFORMS

Temperantia ends the first stage with a punch to your platform. Run to the middle area and press the Jump button at the last second to quickly leap to a much smaller floating platform nearby. Leap from the second to the third and then the fourth. You must arrive here within 10 seconds; if you miss a jump or run out of time, then Bayonetta takes over during a cinematic. She leaps one more time and lands on a larger slab of concrete closer to the military tarmac.

If you reach the fourth platform and receive a prompt to press Punch + Kick to perform a Grab, then you'll latch onto a floating trolley and throw it at the boss, doing a little damage.

You are then prompted to jump back across multiple platforms to one near the boss's target tentacle. Smack this and the creature grabs the platform with its arm and attaches the remaining good tentacle to the top. Hit the appendage a couple times with some good Wicked Weaves.

The boss will switch up arms, but continue to attack the one holding the platform. When Temperantia's health is half blue and half green, a large punch is delivered. Evade the attack and Bayonetta jumps to the boss's arm.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	6:00	19500	0	8:20	104760	0	9:40	93860	0	9:30	308100	0
GOLD	8:00	8700	1000	11:07	43524	1000	12:54	39104	2000	12:40	125580	2000
SILVER	10:00	5100	2000	13:54	23112	2000	16:07	20852	4000	15:50	64740	4000
BRONZE	12:00	1500	3000	16:40	2700	3000	19:20	2600	6000	19:00	3900	6000

FIRST ARM

Once on the arm, run forward (using the panther would be wise) while avoiding debris caught up in the tornado. Dodge flying cars, shipping containers, and the gusts of wind that wrap around the surface of the arm. Evading the flying debris that comes close allows you to enter Witch Time.

When you reach the end of the arm—where the shoulder should be—run to the left or right to get to the armpit, where you'll find the large generator that holds the arm to the torso. Attack that thing relentlessly. The generator is protected by four floating blue glyphs. Each generator you encounter on the boss will have this same defense system, so try to Evade the attacks or the collective damage will affect your score.

Destroy the generator and you get an opportunity to perform a Climax move. Press the indicated buttons and watch as your new demon, Hekatoncheir grips Temperantia with multiple hands as a few other hands rip his arm from his socket. Press madly on the Action button to inflict maximum damage (1100 Gigatons).

ANOTHER PLATFORM

Now you fight on a platform, hitting the gripping tentacle while avoiding attacks from a second tentacle. Stand behind the gripping tentacle while you attack it to avoid the other tentacle's projectile attack. However, hiding does not prevent damage from the boss's pulse laser eye or air breath attacks. To avoid this, you must jump over the stream of pulse lasers. Try to Evade and enter Witch Time to increase the damage you deal to the tentacle.

During this stage, you get an opportunity to leap to some platforms to grab and throw a transfer truck at the boss. This is similar to how you threw the trolley in the previous stage. Rid the boss's health gauge of blue vitality and it draws its arm back in pain and returns with a fist. Follow the button prompts to Evade the punch and land on the swinging arm.

SECOND ARM

Removing of the second arm employs the same tactics as the first, except you'll encounter more dangerous wind gusts around the socket generator. Slice up the generator until prompted to perform a Climax move. This, once again, summons Hekatoncheir, who will rip the last arm from the torso. Try to get the max bonus to inflict the most damage possible. After removing the arm, Bayonetta leaps to Temperantia's torso.

TORSO

There are two hip generators on the torso and another behind the neck. All three generators connect to Temperantia's head shield and are susceptible to damage. Do not attempt to attack the shield around the head; it's currently invulnerable. With each generator you destroy, a section of the torso it was attached to crumbles away. These shield generators have an alternate attack that the two arm generators did not: they will occasionally release a blast of blue energy in a radius around themselves. You have only a moment to move back when you see the energy gather. Destroy all three in any order you wish to reach the next stage of the battle. In Hard mode, there are five generators to destroy before you reach the head target stage.

HEAD

After destroying the three torso generators, Temperantia stretches its neck out and shatters its head shield. You now must target the boss's head.

You can perform jumping combos on the forehead and try to get as much air hang time as you can to increase your damage vs. time ratio. The wind gusts are the only thing you need to Evade until the boss fires laser showers from its forehead or starts spinning its head around to swipe you with a laser beam. All of these attacks can be dodged. Jump or dash to the side when the lasers shoot up out of the head, then jump high to maintain air hang time to allow the sweeping laser to pass beneath you. If you try to pass underneath the laser, tentacles come out of Temperantia's mouth and grab Bayonetta and you must wiggle the left stick to escape. The payoff is that you can stun the head and it will lie there prone for a few seconds.

Temperantia also shoots projectiles from its eyes in a spectacular fireworks display. When this happens, dash to the left or right to avoid the front of the boss's face. You could also turn into the panther and run down its torso while rushing to the extreme left or right so that these attacks land on the torso and not you. Think foxhole.

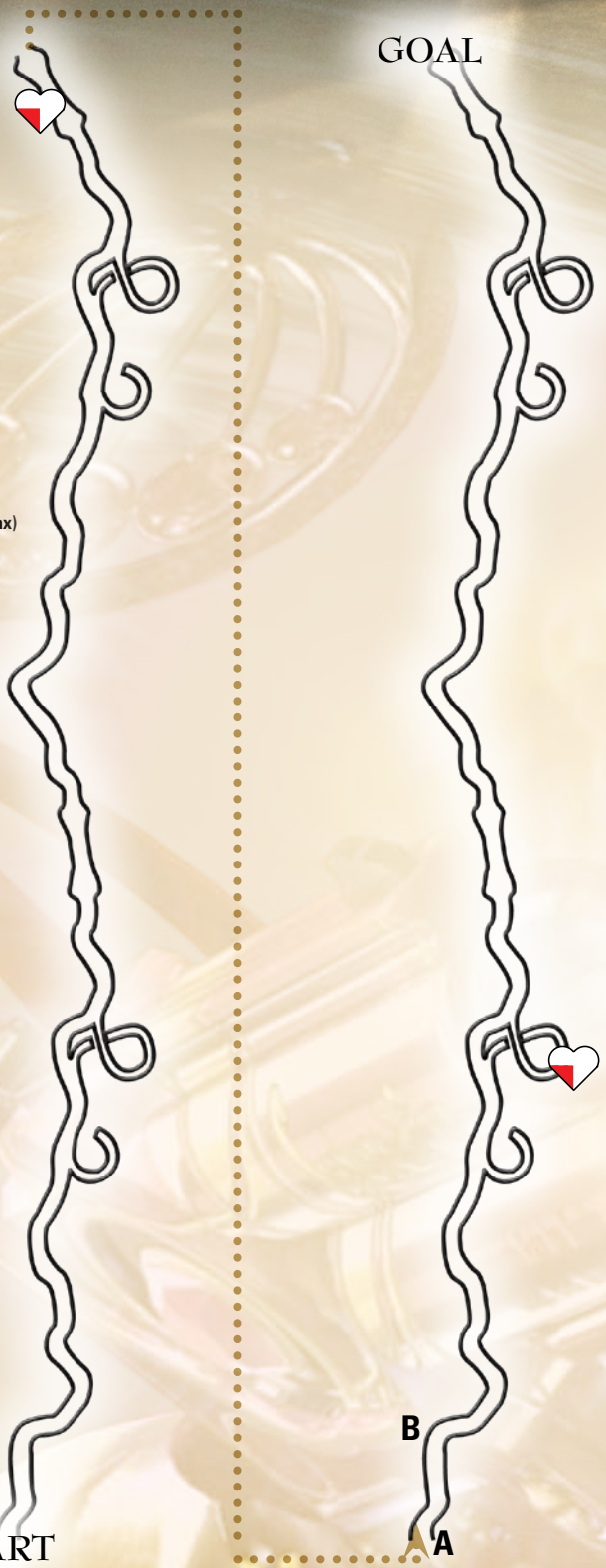
After much abuse, the boss's head becomes more and more grotesque. Many Wicked Punches reach right through the head and hit the target, so you could attack the boss from behind, which is often a safer place to be.

When all the Temperantia's health is depleted, approach the head and perform a Climax move. Hekatoncheir appears one last time and pummels the ugly angel into submission and lands a finishing blow to the stump of a head, squashing it like a grape. Press wildly on the Action button to increase your bonus.

In the ending cinematic, Bayonetta is at the top of her game with finishing moves. She slams a fuel tanker in the creature's face. The peeing statue from the previous level then squirts gasoline from the tanker. She ignites the stream of fuel with a bullet, but the fire fails to reach the target. Without a blink, she then shoots the statue's spout to ignite the tanker, which blows the ailing Temperantia to smithereens.

VIII ROUTE 666

VIGRID HIGHWAY



Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)

Arcade Bullet

Broken Witch Heart

NOTE: Arcade Bullets will appear when Applaud is defeated in Verse 1, and when Joy is defeated in Verse 2.

After totally annihilating Temperantia in a most embarrassing defeat, Bayonetta sets her sights on the island city in the distance. To get there, she decides to travel the way normal people do: take the highway. As she quips about hailing a cab, she sees military personnel trying to seal the highway due to unauthorized vehicles approaching. Looking through the sporty tanks approaching, Bayonetta spots Luka and Cereza in the lead tank. She dashes through the gate before it closes and shoots a heart-shaped hole into the security gate to allow her friends to pass through.

KEY ITEMS: ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

EASY MODES
Affinity (Spear) x1, Affinity (Trumpet) x3, Applaud (Spear) x1

NORMAL MODE
Affinity (Trumpet) x5, Applaud (Spear) x1, Ardor x1

HARD (and above) MODES
Affinity (Trumpet) x5, Applaud (Spear) x1, Fire Ardor x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	110	0	2:30	6500	0	2:40	4950	0	2:20	800	0
GOLD	1:47	—	500	3:20	3200	500	3:34	2520	1000	3:07	560	1500
SILVER	2:14	—	1000	4:10	2100	1000	4:27	1710	2000	3:54	480	3000
BRONZE	2:40	—	1500	5:00	1000	1500	5:20	900	3000	4:40	400	4500

ODETTE (SKATES)

If you visit the Gates of Hell from the menu before starting the level, Rodin will take the latest LP you've collected and trade it for the Odette (the skates).

VEHICLE SURFING BATTLE

Equip skates (Odette) to your feet with the katana equipped to the same set for your hand-held weapon. You begin this chapter **(A)** riding on the top of a transfer truck, which is moving at a pretty good clip down the highway. Directly ahead of you, on the same truck, are an Applaud with a spear and an Ardor, naturally holding a broadsword.

There are two cars and a tanker to your right. The furthest car and the tanker each have an Affinity with trumpets riding on them, as does the car directly in front of your truck. Behind you is a team of those sporty tank-like cars like Luka drives. There are two trumpeting Affinities on these tanks. While taking on the enemies on your truck first, be sure to listen for the trumpets blaring so you can prepare to avoid the projectile and hopefully use it to enter Witch Time.

Attack the enemies like you intend to defeat them, but keep in mind that knocking them off the truck also results in a very quick kill. If you want the **Arcade Bullet** from defeating the Applaud, then do not knock this foe off the truck and be sure to move under the raining items before moving to attack another.

After defeating the Ardor and Applaud using Wicked Weaves, leap from the truck to one of the nearby vehicles. Many of these gaps require a double-jump. If you still feel like you won't make it, double-tap on the Evade button while in the air to turn into the Crow (if you've purchased that technique). If you don't make the jump, you will not die.; you just land on the street and are then automatically placed back on the original truck.

Grab the dropped broadsword, then leap to a vehicle and take out a trumpeting Affinity with one blow. Move from vehicle to vehicle, defeating all the Affinities to complete the verse. If you would like to jump more than one vehicle space at a time, then run a bit, transform into the panther, and give it a big double-jump. Verse 2 begins immediately after finishing the last enemy in Verse 1. Bayonetta leaps from the vehicles and faces a familiar enemy in the street.

KEY ITEMS ARCADE BULLET

VERSE 2

ENEMY ENCOUNTERS

EASY MODES
Joy x1

NORMAL MODE
Joy x3

HARD (and above) MODES
Gracious x2, Glorious x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	260	0	2:20	3680	0	4:20	6500	0	3:50	2660	0
GOLD	1:07	224	500	3:07	1952	500	5:47	3200	1000	5:07	1484	1500
SILVER	1:24	212	1000	3:54	1376	1000	7:14	2100	2000	6:24	1092	3000
BRONZE	1:40	200	1500	4:40	800	1500	8:40	1000	3000	7:40	700	4500

JOY STREET FIGHT

When fighting the Joys in the street **(B)**, attack them from above to avoid the speeding traffic on the busy highway or just move off to the side of the road. You take only a little damage from vehicle collision, but frequent incidents deal a significant blow to your overall health—not to mention the health you may be losing due to having three Joys attack at once. Move around to collect dropped items; one of the Joys leaves an **Arcade Bullet**.

The good thing about going airborne is that the Joys tend to keep their feet on the ground, so you just have to contend with the length of their whips and projectiles they occasionally shoot. Your own whip could reach them on the ground while you're maintaining air hang time, but using the sword with Wicked Weave combos does the job much more quickly. The moment you finish off the last Joy, you are thrown violently into Verse 3.

KEY ITEMS BROKEN WITCH HEART X2

VERSE 3 & 4

ENEMY ENCOUNTERS

ALL MODES
Affinities (Trumpet), Applauds (Spear), Joys, Irenics, Beloveds (x5 verse 3) (x2 verse 4)

VERSE 3 MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	3:50	110	0	3:30	30	0	3:40	110	0	4:30	30	0
GOLD	5:07	—	500	4:40	—	500	4:54	—	1000	6:00	—	1500
SILVER	6:24	—	1000	5:50	—	1000	6:07	—	2000	7:30	—	3000
BRONZE	7:40	—	1500	7:00	—	1500	7:20	—	3000	9:00	—	4500

VERSE 4 MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	4:30	110	0	4:10	30	0	5:00	110	0	5:00	110	0
GOLD	6:00	—	500	5:34	—	500	6:40	—	1000	6:40	—	1500
SILVER	7:30	—	1000	6:57	—	1000	8:20	—	2000	8:20	—	3000
BRONZE	9:00	—	1500	8:20	—	1500	10:00	—	3000	10:00	—	4500

MOTORCYCLE MAYHEM

MOTORCYCLE CONTROLS	
BUTTON	COMMAND
Left stick Up	Speed Up
Left stick Right	Right
Left stick Down	Slow Down
Left stick Left	Left
Evade	Evade
Action	Fire Guns
Punch	Fire Guns
Kick	Fire Guns
Jump	Jump

As soon as you kill Joy, a motorcycle transfer truck on the highway locks the brakes to avoid hitting you. A new enemy (a tricked out vehicle), Irenic, plows through the bottom of the truck, sending motorcycles flying and the truck tumbling on fire and out of control. Press the Jump button when prompted to avoid death. When pressed at the correct time, Bayonetta launches herself up into the air and hot-wires a falling motorcycle with her middle finger. She then lands perfectly and gives chase.

While on the bike, keep your finger on the Fire button, targeting and shooting the many angels riding on the tops of vehicles. You'll also spot multiple Irenics (angel vehicles) without the angels riding on top. Slow down to stay behind these targets and shoot them until they explode. Use the Evade button when avoiding wrecks, dodging under enemy projectiles, and when slipping under closing security walls or the Beloveds' spread legs.

Rain begins to pour down and the road begins breaking up in places. Use the Jump button to clear gaps and jump over steps in the road. Soon you'll start seeing more frequent signs of the Joys' presence in the battle. Use the Evade button to pass under the long laser-barriers traps they leave behind—this is a good way to activate Witch Time.

BROKEN WITCH HEARTS

When you see the large bridge in the distance for the second time, prepare to ride up and around the twisting support beam. You can do this only on the right side. When the support begins to loop upside-down, you'll see the **Broken Witch Heart (C)**. Run through it!

To find the second Broken Witch Heart, you must take the detour on the construction branch on the third lap. The **Broken Witch Heart (D)** only appears here on the third lap, so don't miss it!

A large section of the road breaks away and you must veer left to avoid going over the edge and into the water. Follow the new detour through a road barrier and off the edge of the first big gap over the water. Align your bike with the middle of the road before the jump, then press and hold the Jump button when prompted to launch away. It's not over yet, though; you still must steer your direction in the air to land on the road below.

BRIDGE CATASTROPHE

This is followed by crumpled road sections that send you up multiple inclines, but no more jumps as big as the last one. Break through the next road barrier to get back on the highway. A Beloved guards the bridge ahead and the road leading up to this crumbles away just before you arrive. Veer right and drive up the bridge support. Keep your bike centered in the middle of this narrow, twisting support beam. It's similar to a roller coaster ride; you will twist and drive upside-down.

As soon as you reach the other side of the bridge (following a short cinematic), push up on the left stick and press the Jump button to leap over a flaming big rig that's rolling right toward you! Done successfully, you hop the bike up, sending it off the back of the rig like a trick ramp. In a cut-scene, you see new creatures threatening Luka and Cereza. This ends Verse 5.

VERSE 5

ENEMY ENCOUNTERS

ALL MODES

Braves x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	260	0	1:20	800	0	1:30	1860	0	1:50	480	0
GOLD	0:54	224	500	1:47	560	500	1:40	1104	1000	2:27	372	1500
SILVER	1:07	212	1000	2:14	480	1000	1:50	852	2000	3:04	336	3000
BRONZE	1:20	200	1500	2:40	400	1500	2:00	600	3000	3:40	300	4500

BRAVES BATTLE

This battle takes place in Witch Time, but these new creatures are resistant to the effects of this slow state. You cannot implement a slower version by Evading attacks, but don't let that discourage you from using this tactic anyway—Evading is still a very useful move.

The battle begins with you facing three very large angels named Braves. If you let the fight linger on too long (at around 04:40:00), the three Braves will join as one and become a larger, single Brave that is almost the size of a Beloved! Once in this state, it behaves and attacks much like a Beloved.

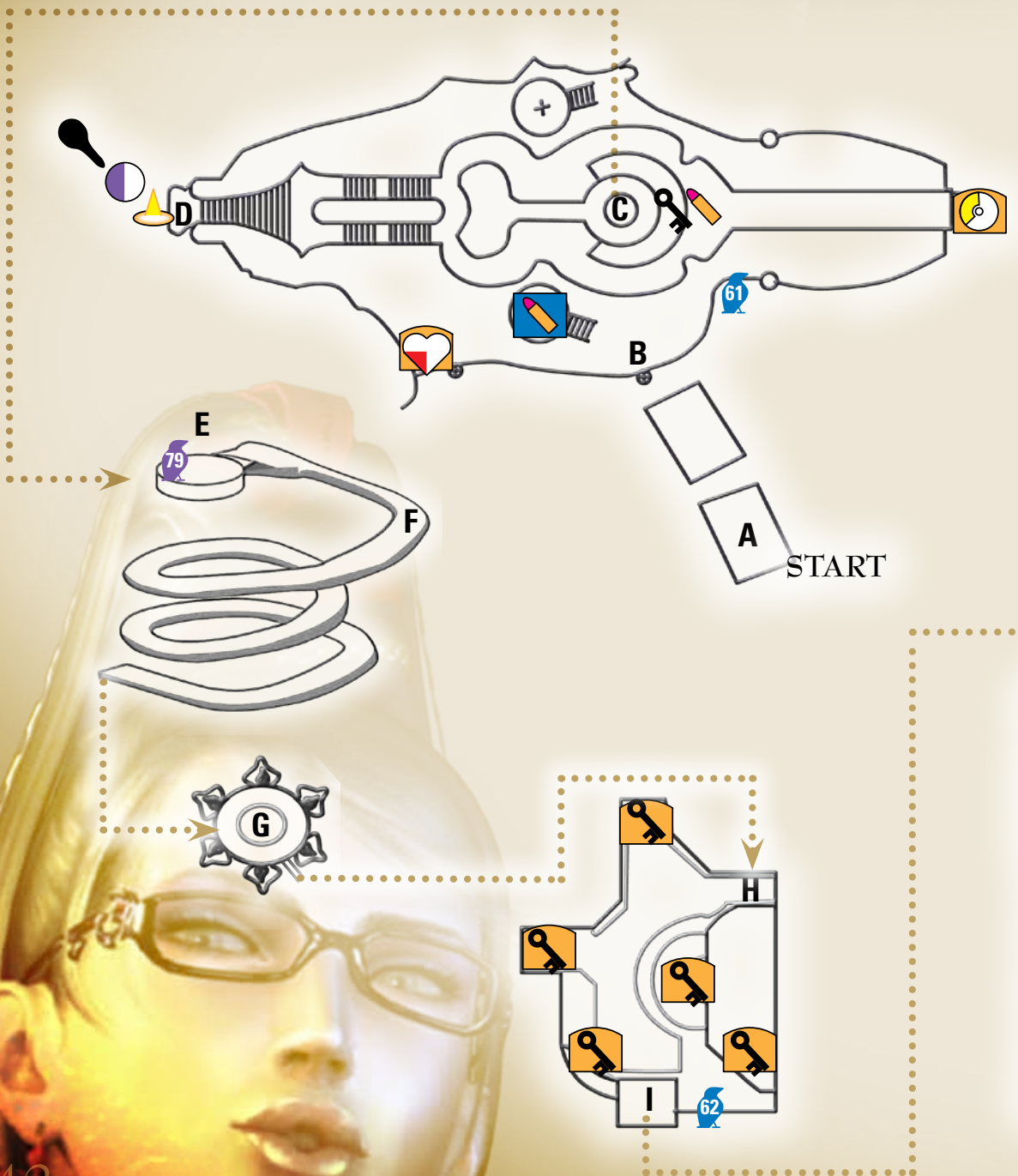
To avoid facing this enlarged, united foe, concentrate your hardest hitting moves on one Brave until it is dead, and so on. As little Braves, they are fast, but not as fast as Grace or Glory. So be prepared to Evade a lot to avoid damage. Try to get behind them and attack using the katana and skates while pulling off Wicked Weaves. Herd the enemies together and use attacks that hit multiple targets at once to get the most hurt out of each hit.

Defeat the Braves to complete the chapter. The bridge explodes and Bayonetta falls through a new realm before she hits the water.

IX PARADISO— A REMEMBRANCE OF TIME

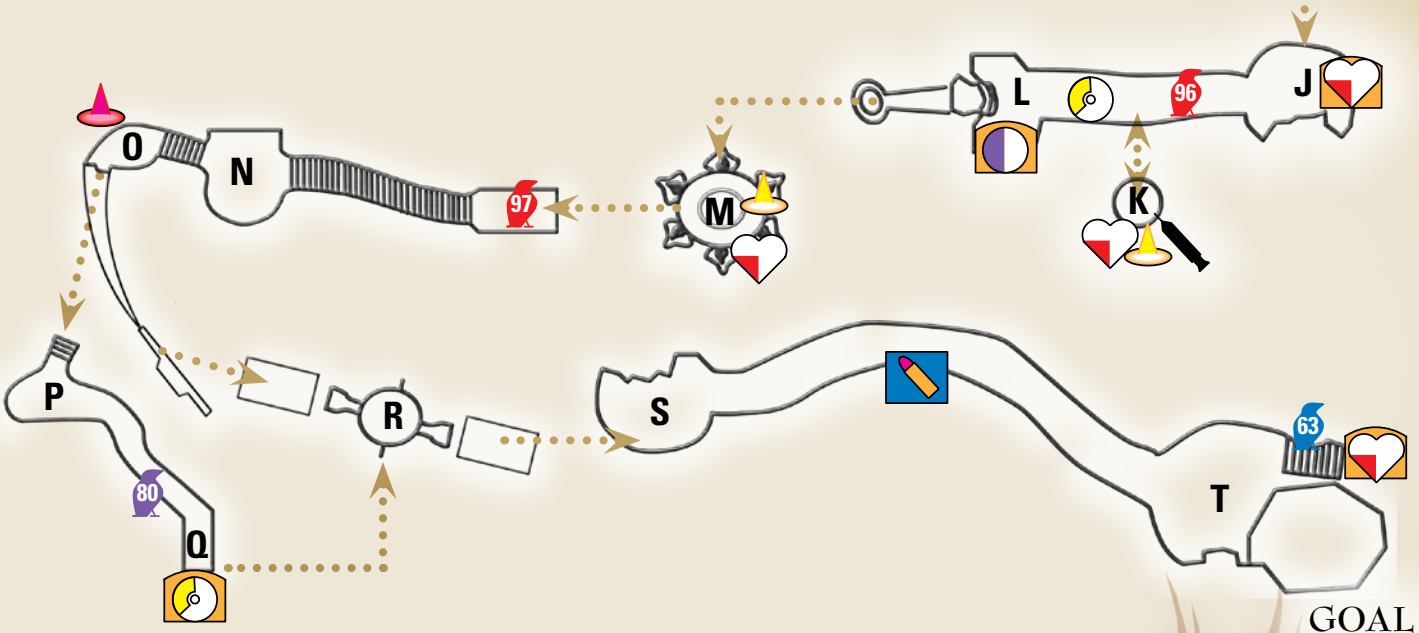
GRAVEYARD OF REMEMBRANCE

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)



- Alfheim Portal
- Arcade Bullet
- Breakable Object
- Gates of Hell Portal
- Gold LP
- Key
- Magic Flute
- Broken Moon Pearl
- Red Hot Shot *(Easy Mode Only)*
- Broken Witch Heart
- Witch Sarcophagus

Falling from the highway bridge, plummeting toward the rough waters below, Bayonetta enters a portal to Paradiso. This section is composed of various locations for the real world mixed together in different configurations in the heavenly realm.



KEY ITEMS: KEY, BROKEN WITCH HEART, ARCADE BULLET X2, MESSIAH HWV.56 LP, MAGIC FLUTE (EASY MODES ONLY)

VERSE 1

ENEMY ENCOUNTERS

EASY MODES
Affinity (Horn) x1, Ardor (Key) x1

NORMAL MODE
Affinity (Horn) x2, Ardor (Key) x1

HARD (and above) MODES
Affinity (Spear) x1,
Affinity (Flail) x1, Affinity (Horn) x2,
Fire Ardor (Key) x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	1250	0	1:20	4950	0	1:30	4950	0	1:20	2660	0
GOLD	1:07	800	500	1:47	2520	500	2:00	2520	1000	1:47	1484	1500
SILVER	1:24	650	1000	2:14	1710	1000	2:30	1710	2000	2:14	1092	3000
BRONZE	1:40	500	1500	2:40	900	1500	3:00	900	3000	2:40	700	4500

CLOCK

You begin this chapter standing on the same clock **(A)** where Bayonetta and Jeanne fought side by side, fending off angels at the beginning of the game. You are now just above the train station. Jump from the clock to the Halo between the clock and the floating building fragment. You could double-jump over the glyph to the next platform, but it's wise to get familiar with these yellow glyph platforms; you'll be seeing plenty of them in this chapter.

Jump from the building fragment to the row of Halo platforms, then leap to the train station platform **(B)**. Explore the area outside the winding stone fence. You can find items in vases, a Normal mode Crow, and a witch sarcophagus with a **Broken Witch Heart** inside.

61 NORMAL MODE UMBRAN TEARS OF BLOOD

There's a Normal mode Crow outside of the curvy stone fence, on a small grassy ledge, near the area where you first stepped foot on the train station platform. This bird is slow, so you can just run up and catch it on foot.

Break the vases inside the pillar gazebo to uncover an **Arcade Bullet**. Without disturbing the central statue, head to the east side of the landmass and break away the concrete from the doorway. This uncovers a witch sarcophagus with the **Messiah HWV.56 LP** inside—the first of three LP pieces that lead to a trade for the bazookas.

Approach the statue **(C)** to trigger the first verse battle. You face two Affinities with horns and an Ardor with a large key. Defeat an Affinity and take the horn, then press the Kick button to shoot a laser beam in a 360-degree arc of destruction.

One of the Affinities produces an **Arcade Bullet** when it dies. Defeat the Ardor and pick up the **Key**, which acts as a weapon, as well as the item needed to further your progress. Smack around the remaining enemies with this item, then insert it into the keyhole in the statue **(C)**. Do not do this before defeating all the enemies or you'll fail the verse battle.

Light rings materialize above the statue. Before jumping up onto them, avoid the trigger area, head to the west end of the train station **(D)** and smash the concrete door to reveal an Alfheim Battle Arena portal. In Easy modes you also find a **Magic Flute** near the portal.

KEY ITEMS BROKEN MOON PEARL

VERSE 2: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Affinity (Spear) x7, Affinity (Flail) x6, Affinity (Trumpet) x5, Applaud (Spear) x1, Ardor x1

HARD MODE
Stage 1: Applaud (Spear) x1, Affinity (Spear) x2, Affinity (Trumpet) x2
Stage 2: Affinity (Spear) x7, Applaud (Bow) x1, Affinity (Flail) x3, Affinity (Trumpet) x5, Ardor x2

NONSTOP CLIMAX MODE
Stage 1: Applaud (Spear) x1, Affinity (Flail) x2
Stage 2: Affinity (Trumpet) x2, Affinity (Spear) x1
Stage 3: Affinity (Flail) x2, Applaud (Bow) x1
Stage 4: Affinity (Flail) x1
Stage 5: Ardor x1, Affinity (Spear) x2, Affinity (Flail) x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:30	93860	0	4:00	224000	0	3:00	23360	0
GOLD	—	—	—	2:38	39104	400	4:18	91700	400	3:14	10304	400
SILVER	—	—	—	2:45	20852	800	4:36	47600	800	3:27	5952	800
BRONZE	—	—	—	2:53	2600	1200	4:55	3500	1200	3:41	1600	1200

OUT-OF-BODY BATTLE!

Defeat all the angels out-of-body before time expires to complete this challenge.

MODE	TIME LIMIT	HP
Normal	3:00	5
Hard	4:30	4
Climax	3:20	3

Press the Action button to trigger an out-of-body experience. This places your real world body in a protective, purple shell (like the one Cereza appeared in during battles). Damage is taken when either you or the shell are attacked by angels.

Head to the far end of the battlefield to place the shielded Bayonetta. Walk as far as you can until you hit a barrier, then drop shield there and turn around to fend off any nearby angels. Lead the fight away from the shield to keep it safe from collateral damage. Angels seek and attack the shield, so you must keep your eye out for this. When you see one moving in, use the katana dash attack or turn into the panther to reach the enemy quickly, then strike them before they hit the shield. You can also try Taunting them away, but cycling through enemies might be tricky.

You can move the shield at any time by approaching and pressing the Action button, but it shouldn't be necessary if you keep the battle at a distance. The challenge in Normal mode is very manageable when you equip the katana and the skates together. This gives you powerful attacks and speed without having to go panther. Use Wicked Weaves every chance you get and never miss an opportunity to torture the biggest and toughest angels in the fight.

Defeat all the enemies in the time allotted while out-of-body to complete the challenge. Pick up your Broken Moon Pearl from the stump on your way out.

KEY ITEMS: KEY

VERSE 3

ENEMY ENCOUNTERS

EASY MODES
Affinity (Spear) x1, Affinity (Flail) x1, Applaud (Key) x1

NORMAL MODE
Affinity (Spear) x2, Affinity (Flail) x1, Applaud (Key) x1

HARD (and above) MODES
Affinity (Spear) x1, Affinity (Flail) x1, Applaud (Spear) x1, Applaud (Key) x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	800	0	1:20	2660	0	2:00	3680	0	1:40	1860	0
GOLD	1:20	560	500	1:47	1484	500	2:40	1952	1000	2:14	1104	1500
SILVER	1:40	480	1000	2:14	1092	1000	3:20	1376	2000	2:47	852	3000
BRONZE	2:00	400	1500	2:40	700	1500	4:00	800	3000	3:20	600	4500

HALO RINGS

Return to the statue **(C)**, then jump up onto the lowest Halo ring and follow it until you see an adjacent ring a bit higher. Jump from ring to ring in this manner, working your way up until you've reached the top of the sphere **(E)** where the Verse 3 battle begins.

Unleash Wicked Weaves and Torture Attacks on the rock sphere angels. You can walk or skate all around the sphere, defying gravity as if Witch Walk was enabled. Defeat all the enemies, concentrating on the Applaud with the key. This makes a fabulous weapon with unlimited hits (until it is used in a keyhole). Claim the **Key**, then beat the remaining enemies with it, along with some Wicked Weaves.

Skate around the rock sphere with the key until you find the statue keyhole. Place the key in the hole to create another Halo ring pathway. The verse is not complete until you do this. Follow the new Halo ring pathway from behind the statue on the sphere to the platform above **(F)**.

VERSE 4

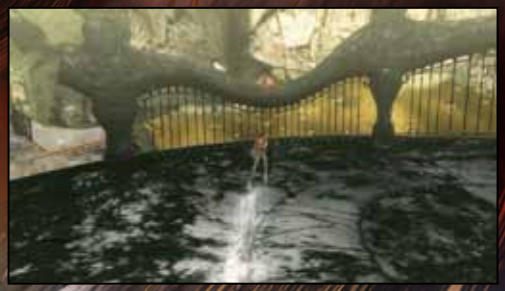
ENEMY ENCOUNTERS

ALL MODES

Golem (indestructible), Affinity (Spear) x7

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	480	0	1:30	480	0	1:20	800	0	1:20	480	0
GOLD	1:47	372	500	2:00	372	500	1:47	560	1000	1:47	372	1500
SILVER	2:14	336	1000	2:30	336	1000	2:14	480	2000	2:14	336	3000
BRONZE	2:40	300	1500	3:00	300	1500	2:40	400	3000	2:40	300	4500



79 HARD MODE UMBRAN TEARS OF BLOOD

The Hard mode Crow is located on the curved railing of the empty, black platform at the top of the light path. Skate up to the bird and capture it; it's not too fast.

GOLEM RUN

The snake pathway bites onto the edge of your platform **(F)**. Walk up onto the serpent's head and proceed along its back. As you set out on the pathway, Golem (a large, green sphere made of many cubes) drops down and begins to roll down after you.

Change into the panther or wear the skates as you flee down the snake pathway. As long as you keep moving, you're not in too much danger of Golem rolling over you. However, this creature targets you with bolts of lightning. When you see a yellow glyph forming on the ground ahead of you, perform an Evade to dodge the lightning—you enter Witch Time as a bonus if you do this at just the right time. This stops Golem and allows you to put more distance between the two of you.

Don't worry about battling the angels along the pathway; Golem will squish them as it chases you. However, if you're trying for a platinum score, try to perform a combo or two on the ones you can as you run past them in Witch Time. Too much angel fighting allows Golem to catch up, roll over you, and send you over the edge only to get eaten by an Inspired. There's a large gap at the end of the snake trail. Press the Jump button when prompted to safely leap from the pathway to this new platform **(G)**.

GEAR PUZZLE PLATFORM

Check the ornate staff emerging from the middle of the gear mechanism. You learn there should be four gears instead of three. Perform combos on the witch barrier until a golden gear appears, then return to the pole and swing on it, using the Action button to initiate the spin. Move the left stick in the direction you wish to turn the platform.

The symbol on the prompt indicates a clockwise turn, but turning it counterclockwise is a shorter trip to the connecting Halo ring pathway. Follow the new Halo ring pathway to the next landmass **(H)**.

KEY ITEMS: KEY X5, BROKEN WITCH HEART

VERSE 5

ENEMY ENCOUNTERS

NORMAL (and below) MODE

Stage 1: Glory (always second chest) x1
Stage 2: Grace (always fourth chest) x1
Stage 3: Fairness (always fifth chest) x1

HARD (and above) MODES

Stage 1: Gracious (always second chest) x1
Stage 2: Glorious (always fourth chest) x1
Stage 3: Fearless (always fifth chest) x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	1860	0	2:30	3680	0	6:40	3680	0	3:20	1250	0
GOLD	2:40	1104	500	3:20	1952	500	8:54	1952	1000	4:27	800	1500
SILVER	3:20	852	1000	4:10	1376	1000	11:07	1376	2000	5:34	650	3000
BRONZE	4:00	600	1500	5:00	800	1500	13:20	800	3000	6:40	500	4500

GOLEM RETURNS

Golem catches up to you and smashes a key into five pieces when you reach courtyard **(H)**. The key fragments are instantly scattered and locked away into five different witch sarcophagi. Move around the courtyard, smashing them to reassemble the key. Do this so that you are battling only one enemy at a time (besides Golem). The second chest always contains a Grace, the fourth a Glory, and the fifth always contains a Fearless. You must defeat these creatures to obtain the key fragment they possess.

The Golem relentlessly slams down on the ground in attempts to flatten you. You can dodge this by Evading the light glyph that forms on the ground just before the Golem slams down. You can lure your enemies into these impact points and allow Golem to help you defeat the angels.

After collecting all five fragments, the key is reassembled. Pick it up and place it in the keyhole in the statue at the top of the stairs **(I)**.

62 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is on the edge of the courtyard, near the backside of the balcony and stairs. Use the panther to catch this bird; it's quick. Don't jump, just run into it, then quickly press the Action button when prompted.

Another Halo ring pathway materializes once the key is in the statue. Follow the new pathway up to a new platform **(J)**. Jump from one Halo platform to the next to reach the new area. In the middle of the path, multiple platforms move around the space in front of you.

Just jump to the ones that line up on the bottom. When you get close enough to the new platform, leap toward it and leave the Halos behind. As soon as you land, you find a sarcophagus; smash it to uncover a **Broken Witch Heart**. Destroy the gargoyles to recover even more items.

KEY ITEMS: MESSIAH, HWV.56 LP, RED HOT SHOT (EASY MODES ONLY)

VERSE 6

ENEMY ENCOUNTERS

ALL MODES

Kinship x2

MEDALS												
MEDAL	**VERY EASY/EASY**			**NORMAL**			**HARD**			**NONSTOP CLIMAX**		
TYPE	**SEC**	**COMBO**	**DAMAGE**	**SEC**	**COMBO**	**DAMAGE**	**SEC**	**COMBO**	**DAMAGE**	**SEC**	**COMBO**	**DAMAGE**
PLATINUM	0:40	260	0	1:00	800	0	1:10	480	0	1:20	260	0
GOLD	0:54	224	500	1:20	560	500	1:34	372	1000	1:47	224	1500
SILVER	1:07	212	1000	1:40	480	1000	1:57	336	2000	2:14	212	3000
BRONZE	1:20	200	1500	2:00	400	1500	2:20	300	3000	2:40	200	4500

KINSHIP BATTLE

The Kinship battle begins when you walk along the new platform **(J)**. This new angel variety resembles and behaves like an ancient warship. It floats around the sky, firing missiles. When attacked at close range, it unleashes anchor minions. Both attacks can be Evaded. It will fire these clamps at long range, too. They come flying in your direction and grab you, usually holding on until you're hit by missiles or the Kinship's big laser.

The quickest way to destroy a Kinship is to jump aboard and start slicing the emblem on the cabin with your katana while using Wicked Weaves combos. You must also contend with the anchor attacks. The anchors are attached to the ship with a large chain. Evade them just before they bite, then continue hacking and slashing at the cabin until the ship is destroyed.

After defeating the Kinship, their charred hulls are left floating lifeless in the air. The horizontal warp gate materializes at the end of the long platform and the **Messiah, HWV.56 LP** appears in the pathway.

96 CLIMAX MODE UMBRAN TEARS OF BLOOD

After destroying the Kinship, find this Crow on the rear of the static Kinship. It's pretty slow, so you can board the charred ship, then just run up and grab it.

Before leaving the platform, you should know that there's an Alfheim portal accessible in the area. Remember how one of the Kinship remained in a static position during the battle? That's because it had to be destroyed in that position to allow you to reach the Alfheim portal platform. Double-jump from this ship as the panther or double-jump and then transform into a Crow to reach the distant Alfheim portal **(K)**. There's also a **Red Hot Shot** on this platform in Easy modes.

KEY ITEMS: BROKEN WITCH HEART, BROKEN MOON PEARL

VERSE 7: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Jeanne x1

HARD (and above) MODES
Jeanne x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	0:50	260	0	2:00	800	0	3:00	480	0
GOLD	—	—	—	0:53	224	400	2:09	560	400	3:14	372	400
SILVER	—	—	—	0:55	212	800	2:18	480	800	3:27	336	800
BRONZE	—	—	—	0:58	200	1200	2:28	400	1200	3:41	300	1200

DEFEAT ALL ENEMIES!

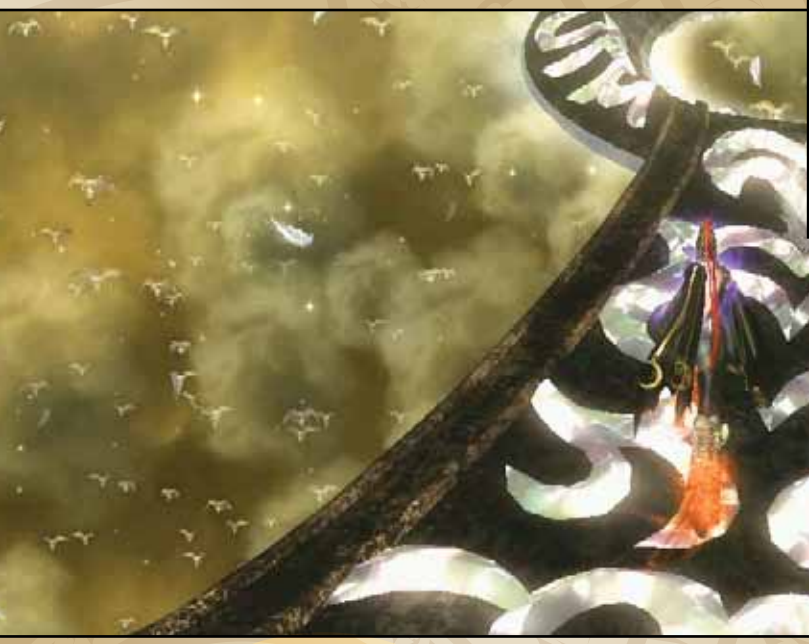
Defeat all the Jeanne's before time expires. In Normal mode, you must contend with only one—which is plenty!

MODE	TIME LIMIT	HP
Normal	1:00	5
Hard	2:20	4
Climax	3:20	3

In Normal mode, with shotguns on the feet and katana in hand, you should have no problem completing this challenge.

Just go into battle with weapons blazing and don't let up to allow Jeanne to get into a grove. Remember, she has Wicked Weave attacks and she's happy to show off these attacks. Use the panther to quickly get behind her and attack her vulnerable backside. Once you've landed a hit from behind, follow it quickly with a long and powerful combo to keep her back turned and off balance. When the fight ends, pick up your **Broken Witch Heart** from the stump before leaving.

Double-jump and transform into a Crow to fly back to the previous platform **(J)**. Follow the path to the left and smash the vases for items. Bust open the sarcophagus to find a **Broken Moon Pearl**, then run up the horizontal portal **(L)** and jump into the hole to reach the next platform **(M)** and begin Verse 8.



VERSE 8

KEY ITEMS: ARCADE BULLET

ENEMY ENCOUNTERS

EASY MODES
Stage 1: None
Stage 2: Joy x1

NORMAL (and above) MODES
Stage 1: Inspired x3
Stage 2: Joy x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	480	0	2:40	6500	0	2:40	8360	0	3:30	4950	0
GOLD	2:00	372	500	3:34	3200	500	3:34	4004	1000	4:40	2520	1500
SILVER	2:30	336	1000	4:27	2100	1000	4:27	2552	2000	5:50	1710	3000
BRONZE	3:00	300	1500	5:20	1000	1500	5:20	1100	3000	7:00	900	4500

SNAKE TUNNEL

As you pass through the horizontal portal, Bayonetta falls feet-first through a thicket of large, lifelike vines, each growing a single large spore in the middle. You can splash through the spores to earn Halos while navigating the tangled tunnel. Destroying all of them unlocks an Achievement/Trophy. Along the way, you'll spot Inspired foes without much of a chance to attack them. The real battle occurs when you touch down on the platform (M) at the end, where you must quickly deal with three attacking Joys at once. Evade them as soon as you land—the Joys attack immediately!

When dealing with the three Joys, keep moving and Evading between unleashed combos and Wicked Weaves. It's a good idea to have the katana and the skates equipped for better attack power and speed.

Concentrate your attacks on one Joy at a time. However, don't miss an opportunity to use Wicked Weaves with the katana when two or more are grouped together for a double (or triple) damage attack!

One of the defeated Joys drops an **Arcade Bullet**. The verse does not end after this, though; you must exit the platform, then run through the next tunnel and up the stairs to the slamming Golem balcony **(N).**

97 CLIMAX MODE UMBRAN TEARS OF BLOOD

After completing Verse 8, double-jump as high as you can from the top of the stairs (N) toward the Crow perched at the top of a high window over the entryway arch. If this jump is high enough, your Crow Within will just reach the target before you begin to descend too low to reach it. Grab the bird as it flies away.

A portal to the Gates of Hell shop is on the next ledge **(O)**. Proceed around the slamming Golem and head up to this platform now. Do some shopping if necessary, then walk up to the broken bridge where the Halo platforms are seen moving along a light path. You can jump on these Halos, but don't head down that route just yet. There's another battle to be won to claim the final LP piece.

Stand near the Gates of Hell portal, then run up the stairs toward the broken bridge and transform into the panther. Jump over the gap to land on the other side **(P)**. Smashing the statues here initiates the Verse 9 battle.

KEY ITEMS: MESSIAH, HWV.56 LP, LT. COL. KILGORE (BAZOOKAS FROM RODIN), ARCADE BULLET

VERSE 9

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Affinity (Spear) x1
Stage 2: Affinity (Flail) x1
Stage 3: Applaud (Spear) x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	480	0	0:40	480	0	1:00	800	0	1:10	480	0
GOLD	0:54	372	500	0:54	372	500	1:20	560	1000	1:34	372	1500
SILVER	1:07	336	1000	1:07	336	1000	1:40	480	2000	1:57	336	3000
BRONZE	1:20	300	1500	1:20	300	1500	2:00	400	3000	2:20	300	4500

ANGEL STATUES

Bust statues one at a time, defeating the angel that pops out from inside each to avoid battling multiple enemies at once. This is a manageable battle against two Affinities and one spear-wielding Applaud. Wipe 'em out, then head to the end of the pathway **(Q).** Break through the cement barrier in the doorway to find the sarcophagus containing the **Messiah, HWV.56 LP**. With all three pieces, you can now return to the Gates of Hell and trade for the **Lt. Col. Kilgore** (Bazookas!). These awesome weapons are most effective when equipped to your feet.

80 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is on the curvy rail, near one of the Affinity statues along the far path. The one is quick, so run down the path and leap yards before you reach the bird. It looks like it flies too far off, but you are prompted to "Grab" it if performed correctly.

Return to the light path near the Gates of Hell portal **(O)**. Jump from one moving Halo platform to the next. Do not wear skates, as this maneuver is already a bit more difficult than other similar platform jumps. It's a band of light like the previous ones, except this time there are gaps. If you miss, you'll fall through the pathway—try to recover by jumping to the other side of the bridge from whatever surface you touch down on.

When you get to the first Golem-smashing-platform **(R)**, time your passage with the Golem's collision to reach the far side of the platform. Count three slams in a row, then dash or skate to the other side. Jump some more Halo platforms to another similar Golem smashing platform. This time, sync your passage with the new collision pattern. There are four slams in a row, then a delayed fifth slam. Dash the moment after this last one. Jump across the remaining Halo platforms to reach the pathway **(S)** that reaches the witch training area **(T)** where you finally do battle with the Golem. Avoid the wind gusts as you approach the training area. Smash the gargoyles along the way to find an **Arcade Bullet**.

KEY ITEMS: BROKEN WITCH HEART

VERSE 10

ENEMY ENCOUNTERS

ALL MODES

Golem x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	1860	0	2:00	2660	0	2:30	3680	0	3:00	800	0
GOLD	2:00	1104	500	2:40	1484	500	3:20	1952	1000	4:00	560	1500
SILVER	2:30	852	1000	3:20	1092	1000	4:10	1376	2000	5:00	480	3000
BRONZE	3:00	600	1500	4:00	700	1500	5:00	800	3000	6:00	400	4500

GOLEM BATTLE

The Golem transforms into many different shapes (copies of Bayonetta's demon summons), each with its own unique attacks. Each transformation also contains the sensitive core of the Golem—the red glowing sphere—teasing you by exposing this weakness. Golem, however, has moves to prevent you from attacking the sphere in any transformation form. To beat this creature, concentrate all of your attacks on this sensitive sphere while in Witch Time (accessed by Evading Golem's attacks). Attacking the Golem can break it open and expose the core.

With the katana in hand, Evade an attack to enter Witch Time, then race on to perform long air hang time combo attacks on the sphere. The longer you can maintain flight, the more combos you can inflict on the sphere during one attack phase. Also use air Evades to access Witch Time and give yourself more time at the sphere without the threat of retaliation.

When you've all but beaten the Golem, you get an opportunity to perform a Climax move. Press the Punch and Kick buttons simultaneously to punt the creature into the air and summon Hekatoncheir. Your demon bounces the Golem around like a volleyball, then spikes it to the ground. When this happens, mash the Action button to score the greatest damage bonus.

After finishing the boss, break the chest on the stairs to uncover the **Broken Witch Heart**. It's not over yet; there's one more Alfheim Battle Arena to visit. Grab the Umbran Tears of Blood before proceeding.

63 NORMAL MODE UMBRAN TEARS OF BLOOD

The Normal mode Crow is near the Broken Witch Heart chest on the stairs to the left of the training area entrance. Use the panther to reach this quick bird before it flies away.

KEY ITEMS: BROKEN WITCH HEART

VERSE 11: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Fearless & Fairness

HARD MODE
Stage 1: Fearless & Fairness
Stage 2: Joy x2

NONSTOP CLIMAX MODE
Stage 1: Fearless x2, Fairness x1
Stage 2: Joy

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	1:00	2660	0	2:30	10560	0	6:10	3680	0
GOLD	—	—	—	1:03	1484	400	2:41	4944	400	6:38	1952	400
SILVER	—	—	—	1:06	1092	800	2:53	3072	800	7:06	1376	800
BRONZE	—	—	—	1:09	700	1200	3:04	1200	1200	7:35	800	1200

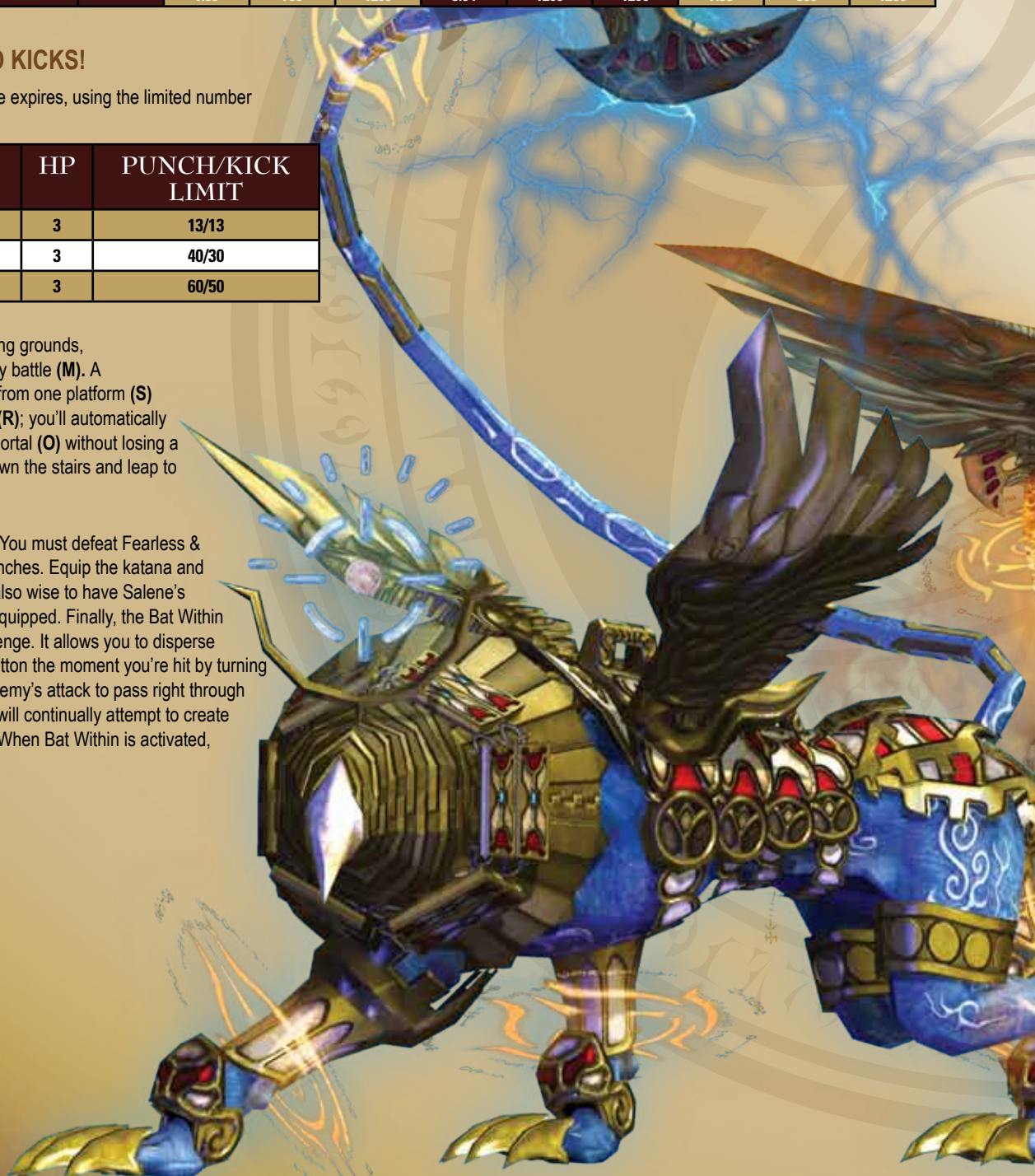
LIMITED PUNCHES AND KICKS!

Defeat all of the angels before time expires, using the limited number of punches and kicks allotted.

MODE	TIME LIMIT	HP	PUNCH/KICK LIMIT
Normal	1:20	3	13/13
Hard	2:50	3	40/30
Climax	6:50	3	60/50

After defeating Golem at the training grounds, return to the location of the last Joy battle **(M).** A quick way there is to miss a jump from one platform **(S)** to the Golem slamming platforms **(R)**; you'll automatically be placed near the Gates of Hell portal **(O)** without losing a life. You now just have to skate down the stairs and leap to the new Alfheim portal **(M)**.

This is a rather difficult challenge. You must defeat Fearless & Fairness with limited kicks and punches. Equip the katana and wear the skates on your feet. It's also wise to have Salene's Light and Moon of Mahaa-Kalaa equipped. Finally, the Bat Within technique is priceless in this challenge. It allows you to disperse damage if you press the Evade button the moment you're hit by turning into a flock of bats, causing the enemy's attack to pass right through you. This is very useful since you will continually attempt to create close call Evades for Witch Time. When Bat Within is activated, you do not lose any HP!

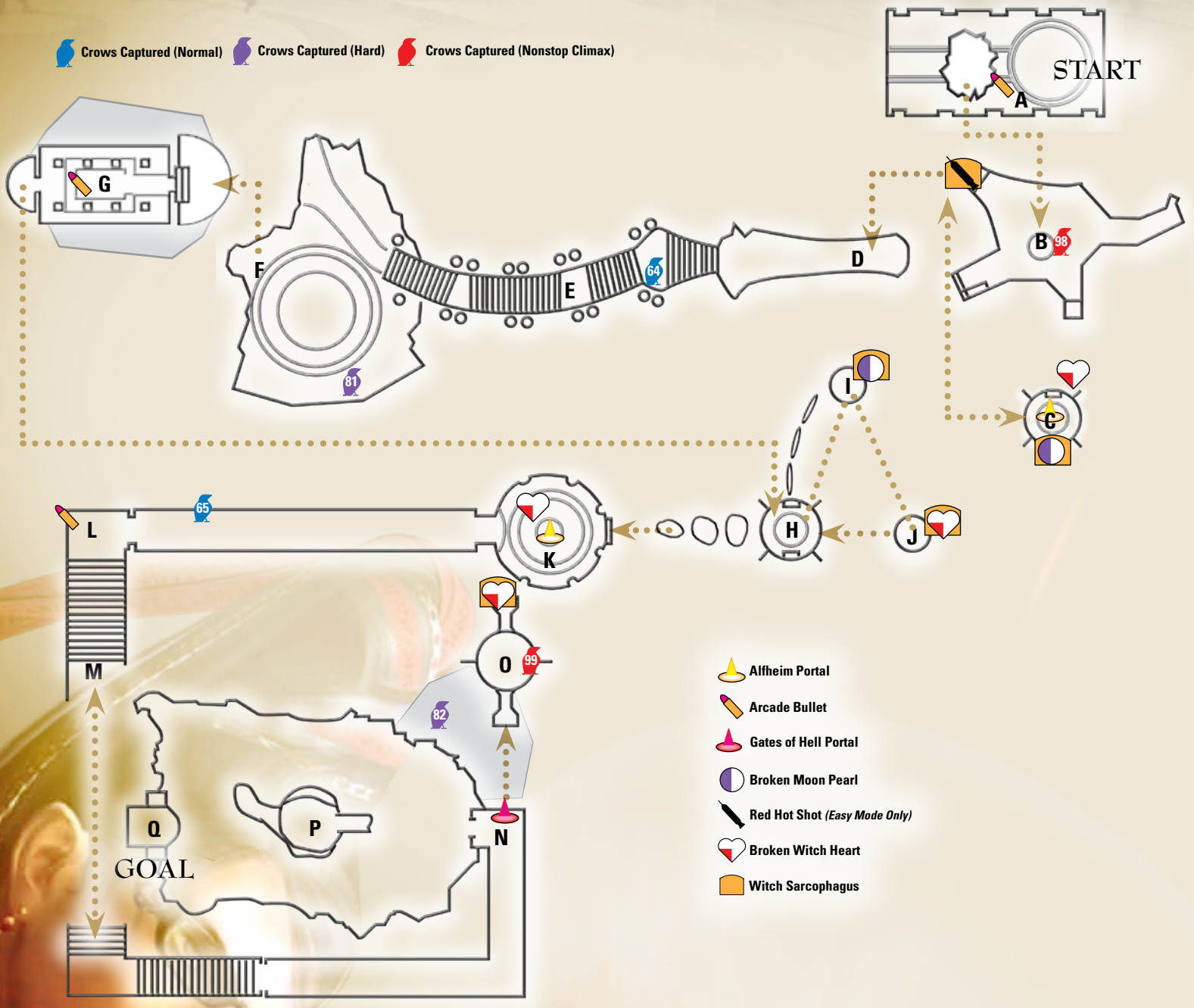


Like other limited punches and kicks challenges, you should attack only when in Witch Time to increase the damage. Also, use Wicked Weave with the katana so that the special blade attack passes through both enemies at the same time. To do this, you must rustle and herd the two enemies together, then Evade a close call before attacking. Several favorable occurrences must fall into place for things to go as planned, so it takes some time to complete this challenge. Skating and use the panther form to race around the enemy continuously. This keeps them busy looking for you and prevents them from using some of their trickier long-range attacks.

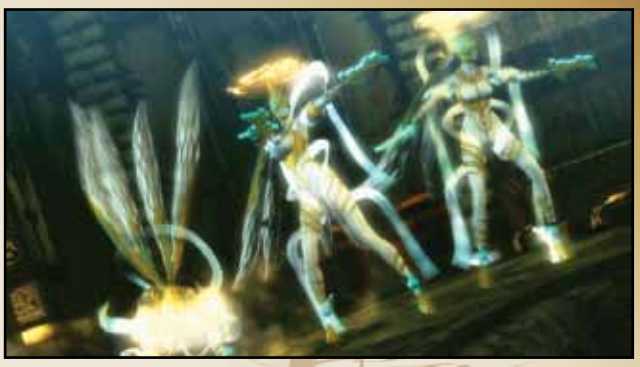
Evade everything they throw at you. When they're grouped together in Witch Time, quickly position yourself so the Punch, Kick, Punch blade passes right through both of them. When victory is yours, grab the **Broken Witch Heart** from the stump. Return to the witch training grounds **(T)** and pass through the doorway to complete the chapter.

X PARADISO—A SEA OF STARS

WITCH TRAINING FACILITY



After defeating Golem, Bayonetta enters the witch training facility. The oddly familiar markings on the walls trigger a flashback. She remembers being in Vigrid before and lifts a carving of two little girls into view. The inscription on the bottom reads: "Jeanne & Cereza." While reliving faded scenes from her past, the ground begins to shake and large tentacles break through the floor and grab her. She fends them off only to be attacked by three Joys that enter the room through the large hole the tentacles created.



KEY ITEMS: ARCADE BULLET

VERSE 1

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Joy x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	4950	0	2:10	6500	0	2:30	6500	0	4:20	2660	0
GOLD	2:40	2520	500	2:54	3200	500	3:20	3200	1000	5:47	1484	1500
SILVER	3:20	1710	1000	3:37	2100	1000	4:10	2100	2000	7:14	1092	3000
BRONZE	4:00	900	1500	4:20	1000	1500	5:00	1000	3000	8:40	700	4500

THE JOY OF BATTLE

After surviving a monster vine attack, which creates a giant hole in the floor of the training facility **(A)**, you must next contend with the three Joys that come through. You've fought these creatures before and the battle strategy is the same: Evade often and use the katana with skates equipped to your feet. Concentrate your attacks on one at a time to diminish their numbers. One of the Joys drops an **Arcade Bullet** upon defeat.

When all three have been defeated, the barrier around the opening in the floor is destroyed, allowing you to jump down to the area below **(B)**.

KEY ITEMS: RED HOT SHOT, BROKEN MOON PEARL

VERSE 2

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 2: Affinity (Spear) x1
Stage 3: Affinity (Flail) x1
Stage 4: Grace & Glory

NORMAL MODE
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 2: Affinity (Spear) x1, Affinity (Trumpet) x1
Stage 3: Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 4: Grace & Glory

HARD (and above) MODES
Stage 1: Harmony x3
Stage 2: Harmony x1
Stage 3: Harmony x1
Stage 4: Gracious & Glorious

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	1250	0	2:40	6500	0	4:30	4950	0	4:40	3680	0
GOLD	2:40	800	500	3:34	3200	500	6:00	2520	1000	6:14	1952	1500
SILVER	3:20	650	1000	4:27	2100	1000	7:30	1710	2000	7:47	1376	3000
BRONZE	4:00	500	1500	5:20	1000	1500	9:00	900	3000	9:20	800	4500

COURTYARD BATTLE

The Verse 2 battle begins immediately after dropping to the courtyard. Defeat the Affinities, then assess the situation. There's a gear mechanism in the middle of the courtyard that's similar to the one you discovered in the last chapter.

To complete this verse, you must break all four of the Golem Walls located either at the ends of the connecting streets or dead-ends. Each releases a new mechanism gear. So, destroy one barrier at a time while defeating all the enemies associated with that stage before destroying the next Golem Wall.

Use the Affinities' dropped weapons against them. The Flail does a wicked number on the Golem Wall, along with the angels. When battling Grace & Glory, be aware that the lightning setting with the Durga gloves has little effect on (the blue) Grace since this creature is lightning based. On the other hand, Durga lightning has devastating effects on (the red) Glory. This is especially damaging when you perform a Wicked Weave—half of its health is depleted!

98

CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is released by the Gracious & Glorious after you defeat them. So, wherever you took them out, that's where this bird appears. It's slow, so just walk up and grab it before it flies away.

Remember the balcony where you found an Alfheim portal the last time you were in this courtyard? Well, use a wall jump and get to the top of the alleyway's arched balcony to discover a witch sarcophagus, then break it open to acquire a **Red Hot Shot**.

SPIN THE COURTYARD

Return to the gear mechanism and use the pole to spin the courtyard until the longest protruding pathway lines up with the next Alfheim Battle Arena platform **(C)**. Follow that pathway and leap over the gap to the platform. Smash the sarcophagus to uncover a **Broken Moon Pearl**, then enter the Alfheim portal.

KEY ITEMS BROKEN WITCH HEART

VERSE 3: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Dear x3
Stage 2: Applaud x1,
Affinities (Spear, Trumpet, Flail) x1
Stage 3: Applaud (Bow) x1,
Affinity (Spear) x2, Affinity (Flail) x2
Stage 4: Ardor x1, Affinity (Spear) x2,
Affinity (Flail) x2

HARD MODE
Stage 1: Applaud x2, Affinity (Spear) x3,
Affinity (Trumpet) x2
Stage 2: Applaud (Bow) x2,
Affinity (Spear) x3, Affinity (Flail) x2
Stage 3: Grace & Glory

NONSTOP CLIMAX MODE
Stage 1: Applaud x2,
Affinity (Spear) x3,
Affinity (Trumpet) x2
Stage 2: Applaud (Bow) x2,
Affinity (Spear) x3, Affinity (Flail) x2
Stage 3: Grace & Glory
Stage 4: Joy x2

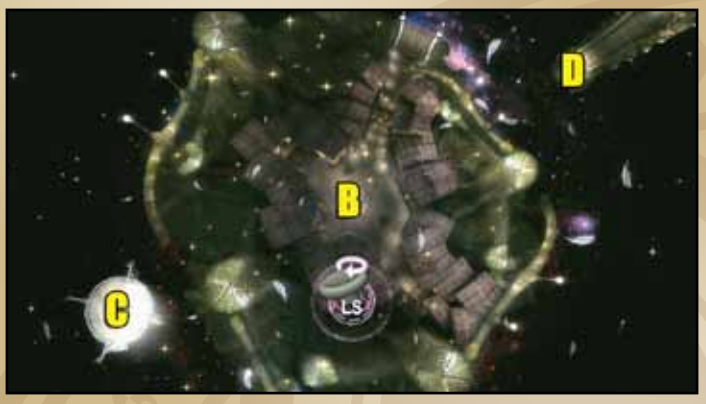
MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:00	1250	0	5:50	1250	0	7:20	1250	0
GOLD	—	—	—	3:09	800	400	6:17	800	400	7:54	800	400
SILVER	—	—	—	3:18	650	800	6:44	650	800	8:27	650	800
BRONZE	—	—	—	3:27	500	1200	7:11	500	1200	9:01	500	1200

USE WICKED WEAVES!

Defeat all the angels before time expires. Enemies can only be vanquished using Wicked Weave attacks.

MODE	TIME LIMIT	HP
Normal	3:40	5
Hard	6:30	4
Climax	8:10	3



To defeat these angels with only Wicked Weaves, you must create great distance between yourself and the enemy so that none of the components of the combo leading up to the Wicked Weave hits the enemy. The move is canceled as soon as you touch the enemy, before the combo is completed.

The challenge is to get far enough away from your foe to pull off the quickest Wicked Weave combo possible—PPKK (with the correct timing). To do this, equip the Durga or the katana.

Try to achieve as many Witch Time Evades as possible. This allows you to freeze the enemies' positions and get away in time to turn and perform a combo before this slow state ends. Witch Time is immediately canceled if you so much as touch an enemy. A **Broken Witch Heart** is unlocked for completing this challenge.

Return to the courtyard **(B)** and break all the objects again for new items, then spin the courtyard using the gear mechanism pole. Spin it again to match up with the large set of distant stairs **(D)**.

VERSE 4

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Stage 1: Harmony x3

HARD (and above) MODES
Stage 1: Harmony x5

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	110	0	1:10	480	0	1:40	1250	0	1:50	800	0
GOLD	0:54	—	500	1:34	372	500	2:14	800	1000	2:27	560	1500
SILVER	1:07	—	1000	1:57	336	1000	2:47	650	2000	3:04	480	3000
BRONZE	1:20	—	1500	2:20	300	1500	3:20	500	3000	3:40	400	4500

HARMONY STAIRCASE

Use a panther jump or a crow transformation in midair to leap the gap from the courtyard to the staircase **(D)**. There's a Normal mode Crow on the left railing, near the first landing. Return to that challenge after you chainsaw the three Harmonies that attack as you approach the second landing **(E)**. Use the chainsaw from the first Torture Attack to massacre the remaining two Harmonies. Break all the vases lining the long staircase for items and Halos.

64 NORMAL MODE UMBRAN TEARS OF BLOOD

To get this bird, you should transform into one yourself, as low as you can, while beside the top stair. Then slowly fly down the middle of the staircase and allow the Crow to fly away. As your paths cross, press the Action button when indicated to catch it.

VERSE 5

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Courage x1
Stage 2: Temperance x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	1860	0	2:30	4950	0	2:40	10560	0	3:00	2660	0
GOLD	1:47	1104	500	3:20	2520	500	3:34	4944	1000	4:00	1484	1500
SILVER	2:14	852	1000	4:10	1710	1000	4:27	3072	2000	5:00	1092	3000
BRONZE	2:40	600	1500	5:00	900	1500	5:20	1200	3000	6:00	700	4500

BOSS FIGMENTS

COURAGE

A big surprise is waiting for you in the large yard **(F)** in front of the church **(G)**. It's name is Courage. As soon as you regain control, run between the dragon's legs, then turn around and start attacking from behind, or on the legs with the katana using Wicked Weaves. Try to achieve this attack as often as possible for maximum damage.

You must attack your way through the boss's green and yellow vitality gauges. Wicked Weave kick takes a large chuck of health away from the creature. Try to achieve a Witch Time Evade, then finish the boss off quickly; there will be one more reunion before this verse ends.

TEMPERANCE

Next, Temperance appears just off the platform's edge. This time, no easy Wicked Weaves are given for battling this version of a past boss. Attack it with powerful combos!

The boss's main attacks are a death ray (originating from its forehead) that spans the length of the platform. Dodge this by jumping over it or by pressing the Evade button a split second before it hits to enter Witch Time. Other attacks include a variety of tentacle punches and projectile shots.

After a couple of fist punches and projectile attacks, Temperance lays its head on the edge of the platform. When this happens, dash toward it and unleash Wicked Weaves on it to quickly issue the most damage in the least amount of time. A couple rounds of this destroys the boss.

81 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is in the weeds on the edge of the battle platform. Run at this bird from the direction it flies when disturbed. You don't need to jump up to catch it; stay on the ground and be prepared to grab when prompted.

SPINNING CHURCH

When you approach the edge of the platform near the church, a large tentacle with an angel face reaches up and slaps the entire church island, making it spin continuously on its axis. You must time your jump from the platform to the church entrance **(G)**. Making the jump is not difficult, but you must leap directly into the church entrance; anything else sends you down into empty space. Use a perfectly timed panther jump as the entrance rotates into view. The Verse 6 battle begins when you enter.

KEY ITEMS: ARCADE BULLET

VERSE 6

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Stage 1: Enchant x3

HARD (and above) MODES
Stage 1: Enchant x5

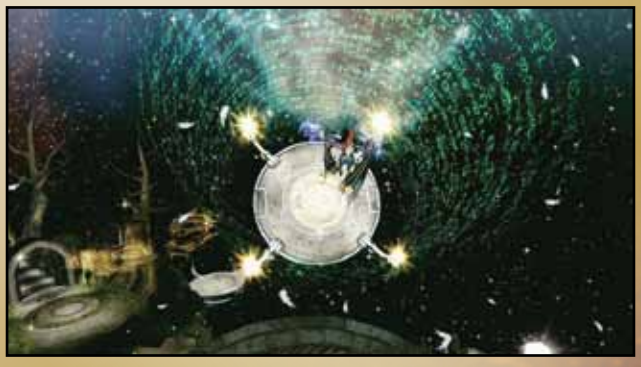
MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	110	0	0:30	110	0	0:40	1250	0	0:50	480	0
GOLD	0:40	—	500	0:40	—	500	0:54	800	1000	1:07	372	1500
SILVER	0:50	—	1000	0:50	—	1000	1:07	650	2000	1:24	336	3000
BRONZE	1:00	—	1500	1:00	—	1500	1:20	500	3000	1:40	300	4500

AN ENCHANTED CHURCH

This battle is a quick fight with a few Enchanted. Remember how they liked to wheel around and attack in Chapter 2? Well, there's not much room for them to move about in this small church, so the advantage is yours. They seem to be sensitive to the lightning Durga and the bazooka shells wreak havoc on them, as well. Finish them off quickly in Witch Time and platinum is easily obtainable. One of these foes drops an **Arcade Bullet**.

If the back wall of the church didn't get blown out in that last battle, then destroy it now to create your exit. Step onto the small platform outside and look for the green tunnel to come around (the church is still spinning). As soon as you see it move into view, jump into the middle of it. You'll fall down to the platform **(H)** and instantly begin a new battle.



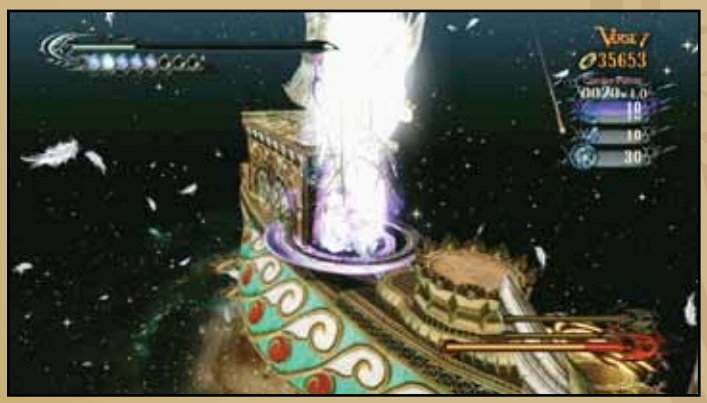
VERSE 7

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Kinship x3

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	480	0	1:10	1250	0	1:30	2660	0	2:00	480	0
GOLD	1:34	372	500	1:34	800	500	2:00	1484	1000	2:40	372	1500
SILVER	1:57	336	1000	1:57	650	1000	2:30	1092	2000	3:20	336	3000
BRONZE	2:20	300	1500	2:20	500	1500	3:00	700	3000	4:00	300	4500



KINSHIP BATTLE

You land on a platform, staring down three Kinships who have already fired their missiles. Evade as soon as you touch down. If you didn't enter Witch Time with that maneuver, then wait for the next wave of missiles and try again. While in Witch Time (when you're less likely to be struck down by missiles), leap from the platform to the first of the three Kinships. They are anchored down and do not float around.

Perform Wicked Weave moves on the cabin while avoiding the anchors on chains. Also watch out for the long-range attacks from the nearby Kinships. These anchors can zero in on you. If they come close, they'll latch onto you and do some harm. You can Evade them, but if they do attach, you still have a chance to shake them loose by wiggling the left stick.

Be on the look out for a long laser beam from other ships that can shoot right through the cabin of the one you're aboard. Evade all of these attacks.

Once the first Kinship is destroyed, repeat this strategy on the remaining ones.

SARCOPHAGI

Jump from the end of the last charred Kinship hull to the nearby Halo platform **(I)**. Break the witch sarcophagus to find a **Broken Moon Pearl**. Look in the distance over the previous platform to find another Halo platform **(J)**. Double-jump from your platform **(I)** and in the peak of you jump, double tap the Evade button to transform to the crow and fly to the distant sarcophagus. Break this one to uncover a **Broken Witch Heart**.

CONTINUING QUEST

Return to platform **(H)** and find the floating Halo platforms over the edge. Use these to reach the platform **(K)** below.

KILLER VINE PATH

Run toward the killer vines ahead and keep tapping the Evade button as you weave around the attacking vines. This causes you to transform into the panther. As you continue to tap the button, you either Evade a close call and enter Witch Time or, if you're hit, activate Bat Within (if purchased) and the attack is dispersed as you turn into a flock of bats. Either way, you get through unscathed and uninterrupted!

65 NORMAL MODE UMBRAN TEARS OF BLOOD

After clearing the vine hazard, find the Crow on the right railing before you reach the corner (L). This bird is slow and can be caught without transforming.

Smash the vases in the corner **(L)** and destroy the Fearless statue to uncover an **Arcade Bullet**. The Verse 8 battle begins as you make your way down the next set of stairs.

VERSE 8

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Grace & Glory

NORMAL (and above) MODES
Stage 1: Gracious & Glorious

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:50	4950	0	2:10	3680	0	2:00	1860	0
GOLD	1:07	560	500	2:27	2520	500	2:54	1952	1000	2:40	1104	1500
SILVER	1:24	480	1000	3:04	1710	1000	3:37	1376	2000	3:20	852	3000
BRONZE	1:40	400	1500	3:40	900	1500	4:20	800	3000	4:00	600	4500

GRACIOUS & GLORIOUS

As you approach the next corner **(L)** at the bottom of the stairs, the statues explode and reveal two angels that look a lot like Grace & Glory. However, these two are just a little tougher. They are Gracious and Glorious. They look like gold versions of their counterparts and they attack in very similar styles. You can tell these foes apart by the color of their claws—Gracious has white and Glorious has black.

Gracious & Glorious are a little quicker and more ferocious than Grace and Glory, so be prepared for a tough battle. Use the katana with skates equipped. Any kick with the skates may freeze the enemy in a large solid block of ice, and you are cued to lift and break the frozen chunk. You can even throw the frozen foe at another enemy! However, more damage can be inflicted if you just use it to perform a quick Wicked Weave on the helpless creature. This effect occurs only when you have the skates equipped.

Gracious & Glorious seem to be very weak against the Durga with the Lightning setting. Use these on Bayonetta's feet while wielding the Katana to make short work of them. Once you've defeated one of the enemies, collect their dropped claws and turn them on the survivor. Pressing the Kick button (while using Gracious' claws) sends an electric shockwave through the floor, dealing 25% damage to the nearby enemy.

When you finish off the two angels, a cut-scene reveals where Luka and Cereza are right now. They left the highway and are traveling on foot through a forest. Luka inquires why Cereza keeps calling Bayonetta her Mummy as she finds comfort with her stuffed animal, coincidently named Cheshire. This, the same nickname Bayonetta has bestowed on Luka, does not amuse him in the slightest.

SPIKED HALLWAY

The next obstacle to overcome is the spiked hallway **(M)**. You've been in similar situations, but this spike strip is much longer than those you've dealt with before. Although it's possible study the pattern long enough and figure out that you could move right down the middle of the pathway without getting hit if you time your movements just right, it's much easier to pass through this quickly using the same tip given to pass through the killer vines: run and keep tapping the Evade button very quickly. You'll either Evade as the panther if a spear comes close or, if you have Bat Within, turn into a flock of bats if a spear hits you when you press the Evade button.

There's a Gates of Hell shop portal **(N)** at the end of the hallway**.** A distant platform **(O)** is visible from this portal once you break the wall. Smashing a statue here starts the Verse 10 battle, which means you're missing Verse 9—this hidden battle is unlocked after passing through the spiked floor hazard. So use the same tips to return through the spikes and head all the way back through the vine hazard to the beginning of this landmass **(K)**. When you get there, you'll find an Alfheim Battle Arena portal.

KEY ITEMS **BROKEN WITCH HEART**

VERSE 9: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Decorations x18, Dear x1
Stage 2: Grace & Glory
Stage 3: Fairness x1

HARD MODE
Stage 1: Decorations x18, Dear x1
Stage 2: Dear & Decorations x2
Stage 3: Grace x1, Glory x2
Stage 4: Fearless & Fairness

NONSTOP CLIMAX MODE
Stage 1: Decorations x18, Dear x1
Stage 2: Grace x1, Glory x2
Stage 3: Braves x4

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:00	4950	0	4:40	10560	0	4:50	6500	0
GOLD	—	—	—	2:06	2520	400	5:01	4944	400	5:13	3200	400
SILVER	—	—	—	2:12	1710	800	5:23	3072	800	5:35	2100	800
BRONZE	—	—	—	2:18	900	1200	5:44	1200	1200	5:57	1000	1200

USE ANGEL ARMS!

Defeat all the angels before time expires using only Angel Arms.

MODE	TIME LIMIT	HP
Normal	2:30	3
Hard	5:10	3
Climax	5:30	3

You've seen this challenge before, but the enemies you face have now changed. You know the drill… use the weapons that lie around and respawn after usage to defeat your foes. You can harm the angels with your own weapons, but you only get the kill credit if you deal the final blow using one of the angel weapons.

STAGE 1 & 2

Pick up the Affinity spear to the left from the starting position, then take it to the center of the arena and perform the pole swing attack. Swing until the pole disintegrates, then return to pick up another and repeat this until all the Dear & Decorations are destroyed.

STAGE 3

Next, grab the Applaud bow on the right side of the arena to use it against Grace & Glory. The best way to handle this is to skate around the pair and Evade their attacks until you enter Witch Time, then aim and shoot the bow at one of the beastly angels using the Kick button to fire a shot—hold this button to charge the kick for greatest effect.

STAGE 4

Finally, when the Fairness appears, use a combination of the bow and the Ardor broadsword. You can also use the claw dropped by the Grace or Glory. Just don't use the spear; it's not that effective against this beast. Again, skate around the angel to keep it searching and hopefully prevent it from using long-range attacks. Evade like crazy to achieve Witch Time, then unleash the arrows or the broadsword attacks. Pick up your **Broken Witch Heart** on the way out and return to the Gates of Hell portal **(N).**

KEY ITEMS: BROKEN WITCH HEART

VERSE 10

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Glory x2

NORMAL (and above) MODES
Stage 1: Gracious x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	1860	0	2:00	3680	0	2:40	2660	0	2:40	2660	0
GOLD	1:20	1104	500	2:40	1952	500	3:34	1484	1000	3:34	1484	1500
SILVER	1:40	852	1000	3:20	1376	1000	4:27	1092	2000	4:27	1092	3000
BRONZE	2:00	600	1500	4:00	800	1500	5:20	700	3000	5:20	700	4500

GRACIOUS FIGHT

Use the panther to double-jump from the Gates of Hell portal **(N)** to the distant floating platform **(O)**. Destroy one of the Gracious statues to begin the Verse 10 battle.

Avoid using the Durga in lightning mode; it won't have much effect on these enemies. Stick with the katana and the skates and perform Wicked Weaves. It takes all that to defeat this Gracious pair. Use the dropped claw of one to defeat the other and pray for enough Magic Power to perform a Torture Attack. Don't forget to break open the chest on this platform to claim the **Broken Witch Heart** before you jump back to the ledge with the Gates of Hell portal. To get back, try a double panther jump. If it doesn't look like you'll quite make it, double-tap the Evade button again to transform into the Crow and fly the rest of the way back.

99 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Crow is released by the Gracious & Glorious after you defeat them. So, wherever you took them out, that's where this bird appears. It's slow, so just walk up and grab it before it flies away.

KEY ITEMS: BROKEN WITCH HEART

VERSE 11

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Stage 1: Water Beloved x3 (2 at once)
Stage 2: Water Inspired x2 (1 at a time)

HARD (and above) MODES
Stage 1: Water Beloved x5 (2 at once)
Stage 2: Water Inspired x3 (1 at a time)

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	1250	0	2:00	3680	0	4:10	19500	0	4:50	4950	0
GOLD	1:34	800	500	2:40	1952	500	5:34	8700	1000	6:27	2520	1500
SILVER	1:57	650	1000	3:20	1376	1000	6:57	5100	2000	8:04	1710	3000
BRONZE	2:20	500	1500	4:00	800	1500	8:20	1500	3000	9:40	900	4500

WATER BATTLES

From the Gates of Hell portal **(N)**, find the other opening at the end of the pathway that drops off to a shallow lake below **(P)**, then hop down.

82 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is located on a little beach to the right of the center island when facing the exit (look in the five o'clock direction). Jump up onto this small landing and find this bird on the cobblestone ground. It's a quick, but dropping down directly over it with Crow Within can confuse it and make capturing it easy.

STAGE 1

As soon as you touch down in the shallow lake, you're attacked by two water Beloveds. These foes are similar to the ones you've fought before, so you should know the drill. Evade the slow battle-axe attack to enter Witch Time and always attack the giants from behind. Use jumping air hang punch combos to attain the longest possible air combos. Avoid their reaching hands when behind them. If you are captured, wiggle the left stick to escape and to inflict a little damage.

You can take the battle up to the platform in the middle of the lake and sneak in a few uninterrupted Wicked Weaves, but soon the giant(s) will join you up there. You can use the crystal statues on the platform to dodge lightning and enter an extended Witch Time. This allows you to get in some more cheap shots on the Beloveds. After taking out one Beloved, the third and last one appears, so you're always dealing with only two at a time.

STAGE 2

Immediately after defeating the water Beloveds, the water Inspired foes attack, which seem a little tamer than their earthy brethren. They tend to remain in and around the water, and don't seek you out all that much. For that reason, you need to hunt them down to keep your battle time short. To do this, use the crystal statues to stop time when you have the Inspired in sight.

Once you have activated Witch Time, leap and fly using combos and air hang time (or panther jump or crow fly) to reach the Inspired. Unleash your most deadly and quick combos on them. This does not work if the Inspired is underwater, as you will walk *on* the water in Witch Time. After a damaging attack, look for the Inspired to fall to the lake floor, then dive in and finish it off. Repeat this with the second Water Inspired to complete the verse.

LEAVING THE LAKE

Use the crystal statues one last time to dodge the lightning and enter Witch Time, then jump onto the solid water just below the next balcony **(Q)**. Double-jump up along the wall, latch onto the edge, and jump again to reach the top. You then hear Cereza's voice through the portal. Enter it to complete the chapter.

XI THE CARDINAL VIRTUE OF JUSTICE

IUSTITIA

Hearing Cereza's cries through the portal, Bayonetta leaps into the unknown to save her new friends. She finds Luka and Cereza in a forest infested with dreadful angels. Cereza lends Luka her glasses and, miraculously, he can now see creatures in the Purgatorio realm. He can also finally see Bayonetta in action… not harming innocent victims, but actually saving them. He flashes back to the day his father died and wonders now if he was wrong about Bayonetta this entire time. Maybe she was really trying to help his father.

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x1, Applaud (Bow) x1
Stage 2: Lustitia

NORMAL MODE
Stage 1: Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x1, Ardor x1
Stage 2: Lustitia

HARD (and above) MODES
Stage 1: Affinity (Spear) x2, Affinity (Flail) x2, Affinity (Trumpet) x1, Fire Ardor x1
Stage 2: Lustitia

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	6:40	10560	0	11:20	65780	0	8:40	129050	0	12:20	38000	0
GOLD	8:54	4944	1000	15:07	27692	1000	11:34	53360	2000	16:27	16340	2000
SILVER	11:07	3072	2000	18:54	14996	2000	14:27	28130	4000	20:34	9120	4000
BRONZE	13:20	1200	3000	22:40	2300	3000	17:20	2900	6000	24:40	1900	6000

BATTLE PREP

It is extremely helpful to have Crow Within and Bat Within for this boss battle. If you have a sufficient number of Halos, enter the Gates of Hell from the Chapter menu and purchase them now. If you can't afford both, then get only Bat Within.

FOREST BATTLE

The chapter begins with a forest battle. Bayonetta must defeat the angels that are descending on Luka and Cereza. With what you've been through lately, these beasts are no match for your skills and can be annihilated in less than a minute.

Your biggest threat in this crowd is the Ardor (in Normal mode). Evade its mighty sword swing by tumbling forward to enter Witch Time, then come up behind the armored angel to issue Wicked Weaves relentlessly until it's dead.

After the battle is won, Bayonetta and Luka are separated by a crevice forming in the runway. The localized earthquake separates the two from each other. Luka, not thinking of his own safety, leaps into the air and catches Bayonetta. Bayonetta, however, can defy gravity... unlike Luka. Just before what looks like it's going to be a first kiss, Luka runs face-first into a shipping container.

BOSS BATTLE

Luka recovers the glasses just in time to see large tentacles rip the through the tarmac and punch Cheshire into the air. The little stuffed cat loses a button eye. Bayonetta leaps to the toy's rescue, but is caught and brought to the ground and buried in a pile of rubble. She then explodes from the debris, ready to rock 'n' roll on the new menace.

THREE STAGES OF HEALTH

Iustitia has various stages of health on its vitality gauge: Blue, Green, and Yellow. Fight through all three of these to defeat the boss.

STAGE ONE: BLUE VITALITY (ATTACK PHASE ONE)

Lustitia has a large head in its middle that consists of three faces. Each face has a long tentacle protruding from the mouth. These tentacles, in turn, each have an angel face at the end. There are two other tentacles sticking out of the boss's torso. Both green and thorny appendages extend into large, spiky flails. These are the boss's main offensive weapons.

THORNY GREEN TENTACLE SPECIFICS

The two green tentacles have a variety of attacks. They can reach into the purple lava below and throw hot molten boulders up in the air. The impact points of these flaming rocks are indicated on the platform as circular purple light rings. Stay away from these spots and prepare to Evade when they crash down around you to avoid the splash damage.

The thorny green tentacles also drop white sticky acid spit onto your platform. There's no getting rid of that; just don't step in it. If you get stuck in it, wiggle the left stick back and forth quickly to break free. Finally, the green tentacles sweep overhead, spilling poisonous purple clouds. The damage from these attacks is nominal and entering Witch Time cancels their effects, so just avoid them when not in this state.

After about 60% damage has been dealt to the boss, the flail-ended tentacles begin slamming down on your platform, breaking it into pieces that fall into the lava below. When this happens, double-jump from your platform to the next one on the left. Transform into the panther before attempting this jump or use Crow Within and fly to the next platform. Continue jumping to the next platform on the left until the boss stops breaking platforms.

TENTACLE HEAD SPECIFICS

The tentacles with angel heads on the ends have a few different attack styles. They occasionally dash forward and try to head-butt you. This can be Evaded, sometimes triggering Witch Time during close calls. They also shoot little pods onto the platform, which sprout open and reveal tiny tentacles. These pods can be easily destroyed with normal attacks.

The tentacles with the heads on the ends are your main targets until you reach the next phase of battle. The head mostly stays close to the inside edge of your platform. Just unleash Wicked Weaves with the katana equipped. Hit it continually while Evading often to avoid attacks happening all around you.

LAVA DIVE

If your platform is destroyed and you can't make it to safety, just drop into the purple lava below and prepare to press the Punch and Kick buttons at the same time to Evade a biting tentacle attack, which occurs just before you submerge. If your timing is right, Bayonetta leaps above the biting tentacle, runs up the stalk, and leaps onto a new platform unscathed, but with all magic points lost!

ATTACK PHASE TWO

The next stage of the battle begins once you've dealt enough damage to the tentacle head and it falls temporarily unconscious to the platform. As soon as this happens, jump on top of the head and transform into the panther, then run up the stalk. You can defy gravity by sprinting all around its circumference if you wish.

CLEARING THE TENTACLE DEFENSES

There are a couple of defensive mechanisms on the tentacle that try to prevent you from reaching Iustitia's head. You'll encounter very large and translucent axe blades that spin around the tentacle. They also move slightly up the stalk toward you. Try running through the gap between the blades. There's another near the middle and sometimes one more near the end as you approach the head.

To avoid this attack, continually press the Evade button like you did in the previous level to avoid the vines. You'll remain in panther form unless you're hit by the blade or Evade. Regardless, you'll Evade or turn into a flock of bats (if you have Bat Within). No damage is incurred if you perform a successful Evade.

TENTACLE ROOT ATTACK

When you get close to the head of the boss, Bayonetta jumps feet-first into its face, which slightly dislodges the tentacle from the mouth and exposes part of the sensitive root area. Control returns to you as Bayonetta stands on the nose. Hack and slash at the root area with the katana. Perform Wicked Weaves to hasten the damage while Evading punches from the neighboring tentacles.

When you've depleted all the blue vitality from the boss's gauge, Bayonetta performs a unique slice attack in a cinematic and separates the tentacle from the boss's mouth. This ends the first stage, as there are now only two mouth tentacles to remove.

Removing a tentacle is always followed by the boss's platform-smashing move. Panther-jump from platform to platform (to the left). Try doing this with Crow Within if you're having difficulty with the panther jumps. If you can't make it either way, then drop in the lava and perform the Evade move to avoid the tentacle bite (and death).

STAGE TWO: GREEN VITALITY

The second stage plays out much like the first. The goal is to remove another mouth tentacle. The difference this time is an additional boss defense. After knocking half the green gauge away, Iustitia latches onto a couple of large platforms and throws them at you. Press Punch and Kick simultaneously when prompted to catch the platforms and then repeatedly press the Action button to increase the Climax Attack damage. Bayonetta Wicked Weaves through the platform and lands a punch on the nearby tentacle head. This move is usually followed by an opportunity to run up the tentacle and attack the root again.

In the second stage, you pass the tentacle blades and also encounter a similar saw blade defense system—just before reaching the head. Again, simply press Evade quickly to pass right through without damage; you can also try leaping over this hazard. Attack the root as you did in the last stage to sever the second tentacle.

STAGE THREE: YELLOW VITALITY

In the final stage, Iustitia's pulls out all the stops and unleashes its collection of attacks more frequently. This stage begins with platform-jumping, followed by tentacle flail bashing. Concentrate your aggression on the face and press Evade often to avoid the attacks going on around you. Iustitia doubles up on the platforms drops. Be prepared to catch the platform, then clear it with a Climax move and immediately clear a second platform drop. Acing these two Climax counterattacks paralyzes the last tentacle head. Run up the stalk, avoid *three* blade hazards along the way, and defeat the boss by removing the final tentacle at the root.

FINISHING MOVE

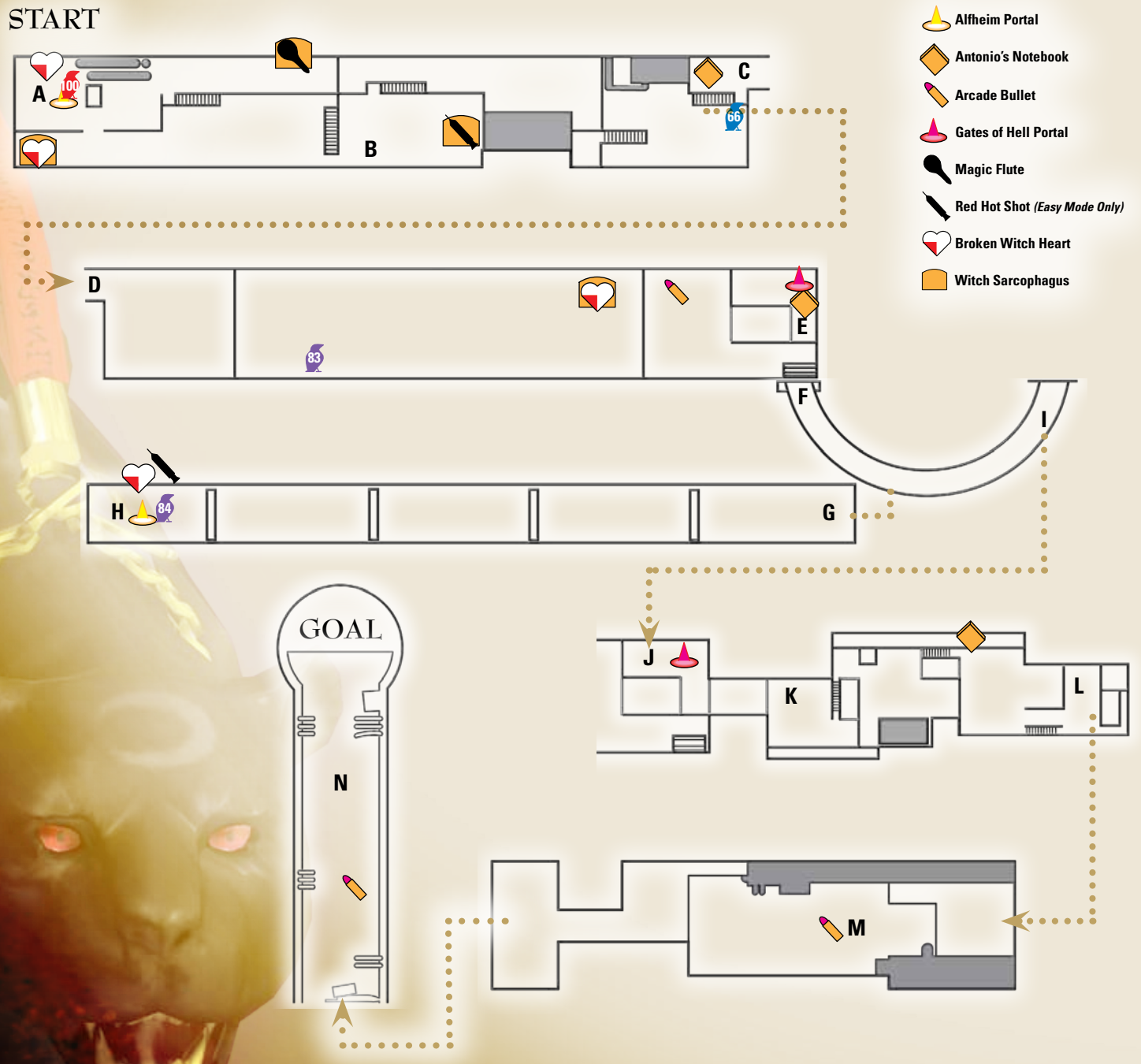
It's not quite over yet. As soon as you touch down on the platform, the boss glows yellow like it's about to explode. However, it dashes toward your platform in a final attempt to kill Bayonetta with a massive head butt. Quickly press the Punch and Kick button at the same time to perform the final Climax move. Bayonetta throws a nasty Wicked Weave and bats the head like a softball while dealing a nasty bloody nose.

This move is followed by the automatic summon of Scoplopendra. The hair demon centipede twists around Iustitia and squeezes like a boa constrictor until the boss squashes like a grape. Press madly on the Action button to achieve a monstrous bonus.

XII THE BROKEN SKY

MILITARY TRANSPORT VALKYRIE

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)



The Lumen Sages and the Umbra Witches used to control everything with a power known as "The Eyes of the World." Both clans sought to lead their worlds toward peace. They both possessed an "Eye" said to have the power to create history that they used to oversee the world. The cooperation between the clans did not last as a pair of star-crossed lovers conceived a child that sent the clans on a path to ruin.

The woman was thrown into jail and the man exiled from his clan. The child remained with the Umbra, and even amongst the darkness she was raised as a black sheep. The balance between light and dark was lost and both clans spiraled into decay. It was rumored that the two "Eyes" could be united to control reality itself, and this fueled the battles between the clans and lead to their mutual destruction.

After Luka shares this story, which was passed on by his journalist father, Cereza shows Bayonetta a special ornament similar to the one Bayonetta wears close to her heart. Cereza claims her Mummy gave it to her. Bayonetta places Cereza's most prized possession on a ribbon around the little girl's neck and tells her to keep it safe and close to her heart.

Suddenly, a large explosion sends a vehicle hurtling toward Cereza. Luka swings from a rope attached to a military plane and sweeps her away before she is hurt. They collide onto the plane's wing together. Cereza slides inside the plane as Luka falls to the ground. Bayonetta must now rescue Cereza from the military plane.

VERSE 1

KEY ITEMS: BROKEN WITCH HEART, MAGIC FLUTE, RED HOT SHOT, THE VALKYRIE MILITARY TRANSPORT

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1

NORMAL MODE
Stage 1: Affinity (Spear) x2, Affinity (Flail) x1

HARD (and above) MODES
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Ardor x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	30	0	1:50	800	0	2:00	3680	0	1:40	2660	0
GOLD	1:20	—	500	2:27	560	500	2:40	1952	1000	2:14	1484	1500
SILVER	1:40	—	1000	3:04	480	1000	3:20	1376	2000	2:47	1092	3000
BRONZE	2:00	—	1500	3:40	400	1500	4:00	800	3000	3:20	700	4500

PLANE INTERIOR: MECHANICS ROOM

You begin your rescue mission in the plane's mechanics room **(A)**. The Verse 1 battle starts the moment you walk beyond the oil drums (break them for Halos). However, the enemies do not appear until you reach the middle of the room. Walk cautiously across new floor sections; large Wicked Weaves come up through the floor in certain areas.

Avoid two of these Wicked Weave attacks as you Crow fly to the area to the right of the fence, near your starting position. You'll find a witch sarcophagus containing a **Broken Witch Heart** on the other side of the fence.

Find the loose panel on the wall just past the first Wicked Weave area on the left side of the room. Breaking this panel reveals a hidden witch sarcophagus. Break it apart to uncover a **Magic Flute**.

Double-jump and Crow-fly to the landing on the right side of the plane **(B)**. Walk slowly beyond the steps; a Wicked Weave comes through the right wall. These attacks continue every time you pass the holes they created in the fuselage. A purple stream of lights signifies that a Wicked Weave is about to happen.

Enemies of Verse 1 appear just beyond the Wicked Kick location. There are only a few Affinities in this battle. Take them out quickly and break open the witch sarcophagus near the battle platform to uncover the **Red Hot Shot**.

The floor erupts, revealing a hair demon just beyond the Red Hot Shot chest. Stand back and avoid it until it slips back below the plane. These witch hair attacks must mean Jeanne is near. One more Wicked Weave lies between you and the end of the room.

66 NORMAL MODE UMBRAN TEARS OF BLOOD

There's a bird cage on the ground next to the steps (C). Smash the cage and catch the Crow before it escapes. If it flies off, back up, allow the bird to land again, then run and grab it using the panther form.

Find **The Valkyrie Military Transport journal** at the top of the stairs **(C)**, hidden behind oil drums that contain Halos. Complete the verse battle by breaking down the yellow door on this landing.

KEY ITEMS: GJALLARHORN DEFENSE INITIATIVE JOURNAL, BROKEN WITCH HEART, ARCADE BULLET

VERSE 2

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Grace x1
Stage 2: Applaud (Bow) x2

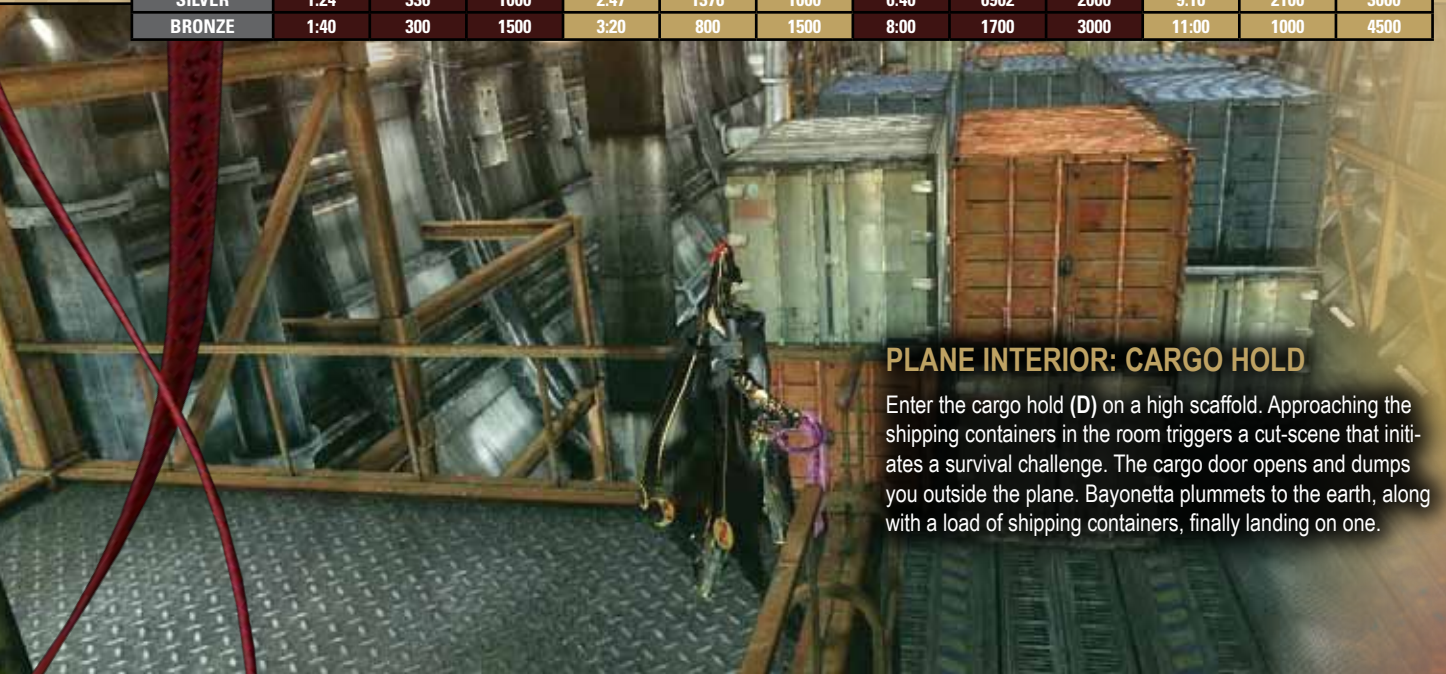
NORMAL MODE
Stage 1: Grace & Glory
Stage 2: Applaud (Bow) x3

HARD MODE
Stage 1: Gracious & Glorious
Stage 2: Fire Ardor x3

NONSTOP CLIMAX MODE
Stage 1: Gracious x2 & Glorious x1
Stage 2: Fire Ardor x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	480	0	1:40	3680	0	4:00	27709	0	5:30	6500	0
GOLD	1:07	372	500	2:14	1952	500	5:20	12104	1000	7:20	3200	1500
SILVER	1:24	336	1000	2:47	1376	1000	6:40	6902	2000	9:10	2100	3000
BRONZE	1:40	300	1500	3:20	800	1500	8:00	1700	3000	11:00	1000	4500



PLANE INTERIOR: CARGO HOLD

Enter the cargo hold **(D)** on a high scaffold. Approaching the shipping containers in the room triggers a cut-scene that initiates a survival challenge. The cargo door opens and dumps you outside the plane. Bayonetta plummets to the earth, along with a load of shipping containers, finally landing on one.

Leap from falling container to container to make it back inside the plane. Do this by pressing the Jump button when indicated each time you land on a new container. A counter ticks down from 99 and you must complete this objective before it reaches zero.

The challenge ends when you land on the container that's sliding off the edge of the cargo bay door. It's not quite over; you still need to get to safety. There are many ways to make it past the remaining sliding crates. You can double jump and use Crow Within, run and double-jump as the panther, or continue leaping as Bayonetta.

The second verse begins as Grace & Glory attack when you reach the top of the ramp. Equip the katana or use the Durga with the opposite element as the enemy you're attacking—use lightning against fire and vice versa.

SWITCHING DURGA ELEMENTS

If you haven't figured out how to switch the Durga elements yet, then we have a great tip for you: With the Durga equipped to your hands, rotate the left stick quickly clockwise and press the Punch button. If you have them equipped to your feet, then do the same thing except press the Kick button instead.

Three Applauds with bows attack after defeating Grace & Glory. Use the dropped claws to shred them like a sandwich bag overloaded with spaghetti sauce. One of the Applauds drops an **Arcade Bullet**. After the battle is won, head to the top of the small ramp **(E)** and collect the **Gjallarhorn Defense Initiative journal**. You can also find a Gates of Hell shop portal on this landing.

Turn around and face the open cargo bay. There's a ladder on the right side of the plane that leads to a high ledge with a sarcophagus. Stand under the ladder and double-jump up as high as you can. Bayonetta latches onto the top of the ladder. Jump again and she flips herself up onto the ledge. Open the sarcophagus to recover the **Broken Witch Heart**.

83 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is in a cage on a platform on the same side of the plane as the large damaged door that takes you outside. This platform is easier to reach by using Crow Within from another platform (D). Break the cage and catch this slow bird before it escapes.

Before you progress further through the plane, head for the Alfheim Battle Arena near the starting position that's just opened. To return, leap over the gap created by the open cargo bay using the panther double-jump or the Crow Within.

Jump back up to the landing **(D)** and return back to the beginning **(A)** using Crow Within to avoid the Wicked Weaves. When you reach the original starting position, a Verse 3 battle occurs before the Alfheim portal appears.

VERSE 3

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x2, Affinity (Flail) x1, Ardor x1

NORMAL MODE
Stage 1: Affinity (Spear) x2, Affinity (Flail) x2, Ardor x2

HARD (and above) MODES
Stage 1: Fire Affinity (Spear) x4, Fire Ardor x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	1250	0	1:10	23360	0	1:40	2660	0	1:10	1250	0
GOLD	0:54	800	500	1:34	10304	500	2:14	1484	1000	1:34	800	1500
SILVER	1:07	650	1000	1:57	5952	1000	2:47	1092	2000	1:57	650	3000
BRONZE	1:20	500	1500	2:20	1600	1500	3:20	700	3000	2:20	500	4500

PLANE INTERIOR: MECHANICS ROOM

Proceed to your starting position after clearing the cargo hold to find this hidden Verse 3 battle. Defeat the Affinities and Ardor using Witch Time and Wicked Weaves, along with katana combo attacks. Defeating this group unlocks the Alfheim Battle Arena.

KEY ITEMS: BROKEN WITCH HEART

VERSE 4: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Fire Affinity x3
Stage 2: Harmony x3
Stage 3: Fire Affinity x4, Fire Ardor x1

HARD MODE
Stage 1: Fire Affinity x4, Fire Ardor x1
Stage 2: Harmony x5
Stage 3: Fire Affinity x4, Fire Ardor x2

NONSTOP CLIMAX MODE
Stage 1: Fire Affinity x3
Stage 2: Harmony x3
Stage 3: Fire Affinity x4, Fire Ardor x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:00	32580	0	4:00	93860	0	3:10	1860	0
GOLD	—	—	—	2:06	14112	400	4:18	39104	400	3:25	1104	400
SILVER	—	—	—	2:12	7956	800	4:36	20852	800	3:39	852	800
BRONZE	—	—	—	2:18	1800	1200	4:55	2600	1200	3:54	600	1200

OUT-OF-BODY BATTLE!

Defeat all the angels before time expires. You must be out-of-body to defeat these enemies.

MODE	TIME LIMIT	HP
Normal	2:30	5
Hard	4:30	4
Climax	3:40	3

Place your body under a protective shell and fight angels while preventing hits to your out-of-body self, as well as the real body under the shield. Plant the shield behind the stump where prize items appear.

STAGE ONE

Try to lead the battle away from the shield, but always keep an eye on it in case a stray enemy is launching an attack on it. You lose HP if you or the shield is hit. To attack the fire Affinities, you must use a firearm, use a Torture attack, or perform Wicked Weaves. Firearms are not very effective and creating distance to perform Wicked Kicks and Punches does not make sense since you need to protect your body under the shield. The best strategy is to enter Witch Time by Evading enemy attacks, then hitting them with katana Wicked Weaves. The more enemies you can hit with a single attack, the better.

STAGE TWO

Once you perform a few air attacks on the Harmonies, you can knock them to the ground and finish them off. Just watch out for their odd attack patterns and Evade often to enter Witch Time. Perform Torture Attacks if the opportunity arises. The chainsaw comes in handy to finish off the remaining Harmony, as well as some enemies in the next stage if it lasts.

STAGE THREE

The third stage is the toughest. You're running out of time while facing fire enemies that require you to enter Witch Time. If you earn enough magic to perform a Torture Attack, target the Ardor; this is your toughest adversary. Continue slicing enemies in Witch Time with the katana, using Wicked Weaves until you wipe out all the angels and complete the challenge. Pick up your **Broken Witch Heart** on your way out and return to the Gates of Hell portal in the cargo hold **(E)**.

100 CLIMAX MODE UMBRAN TEARS OF BLOOD

The 100th Crow is located on the Alfheim Battle Arena bridge. It's near the entry portal, on the left side of the floor of the bridge. You do not need to complete the challenge to get it. It's slow, so just walk up and grab it.

VERSE 5

ENEMY ENCOUNTERS

NORMAL (and below) MODES
Stage 1: Decorations x5

HARD (and above) MODES
Stage 1: Decorations x8

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:20	30	0	0:20	110	0	0:30	260	0	0:30	260	0
GOLD	0:27	—	500	0:27	—	500	0:40	224	1000	0:40	224	1500
SILVER	0:34	—	1000	0:34	—	1000	0:50	212	2000	0:50	212	3000
BRONZE	0:40	—	1500	0:40	—	1500	1:00	200	3000	1:00	200	4500

PLANE EXTERIOR

Find the sparking and shaking door to the right of the Gates of Hell portal **(E)**. Knock this door down and exit the plane onto the moving circular platform **(F)**. The Verse 5 battle with the Decorations starts immediately. Equip the bazookas to your feet and let 'em have it! You can finish them off quickly with one shot each. Walk far enough along the circular pathway to end the verse. Do not proceed any further, however, or you may trigger a cut-scene that causes you to miss out on a couple of verses.

VERSE 6

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x4, Affinity (Fail) x4 (3 at once)

NORMAL MODE
Stage 1: Affinity (Spear) x2, Affinity (Fail) x1, Affinity (Trumpet) x3, Applaud (Spear) x2 (5 at once)

HARD (and above) MODES
Stage 1: Affinity (Spear) x2, Affinity (Fail) x1, Affinity (Trumpet) x2, Applaud (Spear) x3 (5 at once)

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	1860	0	1:10	8360	0	1:40	13129	0	1:40	16100	0
GOLD	1:34	1104	500	1:34	4004	500	2:14	6032	1000	2:14	7280	1500
SILVER	1:57	852	1000	1:57	2552	1000	2:47	3666	2000	2:47	4340	3000
BRONZE	2:20	600	1500	2:20	1100	1500	3:20	1300	3000	3:20	1400	4500

PROPELLER SHAFT

Do not walk to the far end of the circular platform. Doing so triggers a cut-scene that takes you into the Verse 8 battle with Jeanne, skipping Verses 6 and 7. Instead, walk along the circular path until you can jump inside the adjacent propeller shaft **(G)**. As soon as you enter it, the Verse 6 battle begins.

There are multiple, working propellers in the shaft. The verse battle begins before you reach the first one. If you get too close to the propeller (in real time), you are blown back and incur damage. The only way to get beyond the propellers is to enter Witch Time and walk past them while they're frozen in time. To do this, keep an enemy alive so you can dodge its attacks to enter Witch Time.

Usually, one Affinity with a trumpet hangs out deep in the shaft. You could kill all other enemies and use this angel's trumpet projectiles to enter Witch Time. Once you reach the end of the shaft, you'll find the portal to Alfheim **(H)**. Defeat the final angel, then enter the portal for the Verse 7 battle.

KEY ITEMS: BROKEN WITCH HEART, RED HOT SHOT (EASY MODES ONLY)

VERSE 7: ALFHEIM

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Golem (minus spider transformation)

HARD MODE
Stage 1: Golem

NONSTOP CLIMAX MODE
Stage 1: Jeanne

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	1:50	800	0	1:50	800	0	1:10	260	0
GOLD	—	—	—	1:56	560	400	1:58	560	400	1:15	224	400
SILVER	—	—	—	2:01	480	800	2:06	480	800	1:21	212	800
BRONZE	—	—	—	2:07	400	1200	2:15	400	1200	1:26	200	1200

USE WITCH TIME!

Defeat all the angels before time expires! Enemies can only be defeated during Witch Time.

MODE	TIME LIMIT	HP
Normal	2:20	5
Hard	2:10	4
Climax	2:00	3

Defeat Golem in the time allotted, using attacks only during Witch Time. To do this, you must become familiar with all the transformations of Golem and how they attack. If you are playing in the Hard (or above) modes, you don't even fight Golem… you must fight Jeanne.

BIRD TRANSFORMATION

To enter Witch Time when Golem transforms into a bird, you must dodge the dust cloud twisters or the dive attack. Avoiding them is easy, but obtaining Witch Time from one is more difficult. You have to wait until the cloud consumes you then Evade. Golem's vulnerable red sphere is exposed in the talons of the bird as it flies by.

PUNCHING FISTS

The best Witch Time opportunity is when Golem transforms into two large arms and throws a one-two punch at you with mighty fists. The trick is to avoid getting too close to the center where the sphere is exposed. To Evade these attacks, you must be further back in range where the fists swing. You get two chances to Evade, as Golem swings with each fist, one after the other.

CLAPPING HANDS

The clapping hands come on suddenly and are more difficult to prepare for, but the open hands are wide; if you're quick enough, you can time your Evade as the hands come together for the clap attack. Like the punch attack, the sensitive red sphere is exposed between the arms.

DRAGON HEAD

When Golem transforms into a dragon head, move in close and prepare to avoid a downward biting attack. It's a quick strike that you can spot the moment before the bite happens. The open mouth appears just above your head. The head pulls back slightly just before the jaws clamp down. Evade before the teeth collide with the ground to enter Witch Time. The sensitive sphere floats above the dragon's eyes.

ATTACK STRATEGY

Once you've entered Witch Time, jump up to the height of the sphere and perform punching combos with the katana equipped. With the long punch combo, you pull off the shooting attack that hits the sphere with multiple projectiles. This is much more effective than using the Punch, Kick, Punch (Wicked Weave) attack. Complete this challenge to earn a **Broken Witch Heart**.

Exit the Battle Arena and you find yourself back in the propeller shaft **(H)**… and in a bit of a pickle. The propellers are still spinning and there are no enemies to Evade and enter Witch Time. The solution is not that obvious, but notice the propeller caps face only this end of the shaft.

Equip the bazooka and shoot the caps off of each propeller to shut it down, allowing you to pass safely out of the shaft without using Witch Time. Jump out and back onto the circular platform ring. Follow the path in the direction the path rotates **(I)** until you enter a cinematic that takes you into the Verse 8 battle with Jeanne.

84 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is on the right railing of the bridge to the battle arena. It's close to the portal side, which means you do not have to complete the challenge to get this slow bird.

ALL MODES

Stage 1: Jeanne

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	2:00	3680	0	3:30	3680	0	5:10	19500	0	6:10	1860	0
GOLD	2:40	1952	1000	4:40	1952	1000	6:54	8700	2000	8:14	1104	2000
SILVER	3:20	1376	2000	5:50	1376	2000	8:37	5100	4000	10:17	852	4000
BRONZE	4:00	800	3000	7:00	800	3000	10:20	1500	6000	12:20	600	6000

JEANNE BATTLE: PHASE ONE

Jeanne's been keeping a close eye on Bayonetta and her affairs. She's concerned about Bayonetta's attachment to Cereza. Bayonetta treats this as a minor distraction in her efforts to rescue Cereza. She tries to elicit a response from Jeanne by revealing the carving of the two of them as children found in the witch training facility, but to no avail. A fight erupts between the witches just after the plane's wing is damaged… the rescue mission is put on hold just when it should be accelerated.

Jeanne has three stages to her vitality gauge: blue, green, and yellow. Equip the katana and place the bazookas on Bayonetta's feet. Evading is the key to this fight. Jeanne can hit you with long range Wicked Weaves. Evading often allows you to enter Witch Time and attack her with more force. The most damage you can inflict at one time is from bazooka shots and using Witch Time katana combos ending with a Wicked Weave.

PHASE TWO: MOTORCYCLE ATTACK

When you've knocked all the blue out of Jeanne's vitality gauge and about 15% of her green bar, she slides backward on the wing and summons her motorcycle, then jumps aboard the bike and spins her wheels, readying her attack. During this phase of the battle, Jeanne is much more vulnerable, as her attack options have decreased. She mostly shoots you with her guns from long range, then performs a dash attack with the bike to try to run you over. This move is easily Evaded to enter Witch Time.

Once in Witch Time, perform some mad katana combos on Jeanne and finish it with a Wicked Weave. Once you've knocked her green health down to a quarter, she ditches the bike and fights on her feet once again.

PHASE THREE: BACK ON HER FEET

Jeanne's attacks now become fiercer as she implements hair attacks (similar to the ones you've seen come through the floor of the plane). Evade these to avoid damage. It's very helpful to have Bat Within at this point in the game, just in case you take a direct hit while pressing Evade (damage is canceled).

COUNTER ATTACK

A "Counter" could happen during the first phase of the battle, but more likely towards the end of the third phase. This happens when Jeanne is about throw a double Wicked Weave punch. You get a small window of opportunity to counter the attack by pressing the Punch and the Kick buttons at the same time.

After initializing the Counter, you must rapidly press the Punch button to increase the power of your attack and increase your bonus. If you fail to raise the power efficiently, Jeanne wins the Wicked Weave contest and you'll be the one taking damage, not her. You may also be presented with a double bonus opportunity, meaning you may have to pass one bonus button-pressing challenge immediately followed by another.

After defeating Jeanne, she is washed away by a huge wave. Time to save the little girl!

VERSE 9

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1
Stage 2: Affinity (Spear) x1, Affinity (Horn) x1
Stage 3: Affinity (Flail) x1, Applaud (Spear) x1

NORMAL MODE
Stage 1: Affinity (Spear) x1, Affinity (Flail) x1, Affinity (Trumpet) x1
Stage 2: Affinity (Flail) x1, Affinity (Horn) x1, Affinity (Trumpet) x1
Stage 3: Affinity (Trumpet) x1, Affinity (Spear) x1, Applaud (Spear) x1

HARD (and above) MODES
Stage 1: Ardor x1
Stage 2: Harmony x3
Stage 3: Fire Ardor x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	800	0	2:00	1860	0	2:30	2660	0	2:10	1250	0
GOLD	1:34	560	500	2:40	1104	500	3:20	1484	1000	2:54	800	1500
SILVER	1:57	480	1000	3:20	852	1000	4:10	1092	2000	3:37	650	3000
BRONZE	2:20	400	1500	4:00	600	1500	5:00	700	3000	4:20	500	4500

FLOODED CARGO HOLD

While you were battling Jeanne, the plane made a water landing and is quickly filling with water. You must find Cereza before it's too late. After the Jeanne battle, you find yourself in the Flooded Cargo Hold **(J)** near another Gates of Hell portal.

Head down the nearby ramp in the next chamber **(K)**. Stop at the bottom to see the connecting floor filling with electrified water. You cannot walk in this, not even with the electric Durga equipped to your feet. Instead, back up and jump into Crow Within (or use the panther if you don't have this ability) to fly to the nearby ledge inside the room to the left. The **Treasure of the Clans: The Eyes of the World journal** is on the edge of this ledge.

From this spot, use Crow Within to fly over the water and reach the back of the cargo hold **(L)** to find Cereza. Bayonetta takes hold of her as more water begins to fill the cargo hold.

PROTECT CEREZA

After finding Cereza, the plane capsizes and you slide to the ceiling, which is now the floor. Jump out of the electrified water to the safety of the nearby platform. The first stage of the Verse 9 battle begins.

The following stages in the verse battle require you to find a safe place to set Cereza on the floor while battling angels. If Cereza keeps mysteriously dying during these battles, it's because you placed her too close to the rising water. Place Cereza as close to the battle barriers as possible during each stage of the battle.

You can pick up Cereza anytime during the fight if you wish and place her somewhere else by simply pressing the Action button when near the shield. You shouldn't have to move her more than once for each battle, though. After defeating the first stage of enemies and claiming your **Arcade Bullet** from the Affinity with the horn, pick Cereza up and move her close to the new barrier, further down the cargo hold.

In the final stage of the verse battle, carry Cereza and jump up onto the cage platform, then place the child beside the battle barrier. Evade the angels'
attacks and enter Witch Time to hit them hard. Defeat the last group of enemies, then pick up Cereza again and carry her into the next chamber **(M)**.

VERSE 10

KEY ITEMS: ARCADE BULLET

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Harmony x3

NORMAL MODE
Stage 1: Harmony x5

HARD (and above) MODES
Stage 1: Harmony x7

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	800	0	1:40	3680	0	1:50	13129	0	2:40	4950	0
GOLD	1:34	560	500	2:14	1952	500	2:27	6032	1000	3:34	2520	1500
SILVER	1:57	480	1000	2:47	1376	1000	3:04	3666	2000	4:27	1710	3000
BRONZE	2:20	400	1500	3:20	800	1500	3:40	1300	3000	5:20	900	4500

ESCAPING THE FLOODED CARGO HOLD

Run into the next chamber of the cargo hold after the Verse 9 battle to trigger a cut-scene where the entire plane goes nose down into the water. The plane breaks in half like the Titanic and sends Bayonetta sliding down into the submerged section. You must now use Witch Walk to head back up the fuselage while battling Harmonies.

She still has Cereza in her arms. Jump from the bottom of the fuselage to the nearest wall and run through the materializing Harmonies.

Run all the way to the top and place Cereza next to the battle barrier, then turn and fight off the Harmonies. A lot of Magic Power is earned when attacking these enemies in Witch Time. Do this to achieve a full Magic gauge, then perform a Torture Attack on one of the flying menaces. Use the chainsaw from that attack to finish off the remaining Harmonies.

Pick up Cereza when the battle is over and leap toward the opening in the plane, just beyond where the last battle barrier appeared. This completes the chapter.

XIII THE CARDINAL VIRTUE OF PRUDENCE

Bayonetta exits the sinking plane with Cereza in her arms and suddenly realizes that her rescue attempt has not been thoroughly planned; they stand on the wing of a sinking plane in the middle of the ocean with no escape. Suddenly, Luka comes to the rescue, piloting an acquired helicopter almost in sync with Sepientia's appearance. Bayonetta hands Cereza over to Luka's trust and stays behind to take care of business.

BATTLE PREP

It's extremely helpful to have Bat Within for this boss battle. If you have sufficient Halos, enter the Gates of Hell from the Chapter menu and purchase this now.

STAGE ONE

Sepientia destroys the remains of the airplane with a single kick from one of his four legs. Bayonetta lands on a small, panel remnant and uses it like a surfboard to stay above the water and ride the monstrous waves with ease. This boss, like others, has three stages of vitality: blue, green, and yellow.

The battle begins with the boss walking around on the surface of the water with its large, lizard-like legs. You have total freedom to move all around the boss on your panel surfboard; simply move the left stick in the desired direction. Your first four targets are the faces that appear on each of the four legs. If you don't attack soon enough (which often happens during your first attempt), the boss submerges and comes up head-first under you. There's a clue when this is going to happen: the water rises in a circular form like the mouth of a volcano.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	6:40	1860	0	11:50	2660	0	11:40	74400	0	13:20	10560	0
GOLD	8:54	1104	1000	15:47	1484	1000	15:34	31200	2000	17:47	4944	2000
SILVER	11:07	852	2000	19:44	1092	2000	19:27	16800	4000	22:14	3072	4000
BRONZE	13:20	600	3000	23:40	700	3000	23:20	2400	6000	26:40	1200	6000

Evade continuously when you see the water rise to avoid the boss as he comes up under you. Witch Time can be achieved during this surfacing attack, but it's difficult to time correctly. If you achieve Witch Time, the boss freezes halfway out of the water. You can attack the exposed areas of the boss to deal some damage. However, this is not your primary target; concentrate on taking out the leg faces.

Once you approach and hit the faces with a good Wicked Weave or two, the target succumbs pretty easily. You may even be able to take out two legs in one boss-surfacing segment.

The boss's legs have a panel on top that lifts and allows guided red and purple missiles to shoot out and target you. These can be Evaded to enter Witch Time. Evade the boss as it dives into the water, attempting a contact damage attack.

The third and fourth legs launch molten meteors at you, as well as missiles from the top lift panel. Both projectiles can be Evaded. After destroying all four leg-face targets, you can perform a Climax move on the boss.

CLIMAX MOVE

Press the Punch and Kick buttons when prompted and Bayonetta summons Phantasmaraneae—a large fire-based hair demon spider. The demon surfaces as Bayonetta surfs up the boss's torso and lands at the nape of its neck. Bayonetta's hands grab hold of the boss's wings and you begin to steer the boss as it skims through the water.

To navigate the beast, tilt the left stick in the direction indicated at the bottom of the screen while quickly pressing the Action button. Directions may change three or more times. The goal is to steer the boss into Phantasmaraneae, who is wading just ahead.

You're prompted to press Punch and Kick to "Counter." If you miss this entry then the entire Climax move is a bust. If you nail it, then you punch the boss in the head to keep it in line as you steer it into Phantasmaraneae's mouth. The spider demon bites the boss, which does no damage but does rip Sepientia's protective lower face shield off, making the head a new vulnerable target.

STAGE TWO

Stage two begins after Phantasmaraneae removes Sepientia's lower face armor. This could happen before all the blue vitality is removed from the boss's gauge. Now, you must attack the boss's head. The boss continues similar evasive moves as it did in the previous stage. Evade often to avoid contact damage. Surf up to the face as fast as you can and unleash katana punch combos on it until it makes an aggressive move.

At this stage, the boss may try to bite you with its giant, toothy mouth above its head, or it may take a swing at you with one of its front legs. Pressing the Evade button at the right time allows you to avoid these attacks without having to back off the boss. Stay close and attack to issue the most damage during one attack session.

After extinguishing all but a quarter of the boss's green vitality, you get another Climax move opportunity. Press the Punch and Kick when prompted to jump up onto the boss and, once again, take the reins and steer it into your waiting hair demon.

If performed successfully, Phantasmaraneae takes multiple bites out of Sepientia's face, while Bayonetta's hands rip the wings off its back. It really gets messed up this time. Sepientia's face is totally removed, exposing one of those sensitive red spheres seen on many other large angels. The boss is extremely unhappy with its new makeover and dives deep beneath the water, creating a large whirlpool.

STAGE THREE

With the boss facing up through the bottom of the whirlpool, you must surf down the water funnel to attack the red sphere where Sepientia's face used to be. You can also attack its feet and the laser-shooting tentacles; however, the red sphere is the most sensitive to your attacks and should be your primary target.

Sounds easy, but of course it's not. The boss has new defenses in this final stage. You'll often be washed back to the top of the water funnel. As you try to make your way back down, Sepientia sends missiles and the laser tentacles up to try to stop you. The best way to avoid these attacks is to Evade as soon as the laser shoots to enter Witch Time. In Climax mode, where there is no Witch Time, try jumping over the lasers while pressing the Evade button at the same time just in case you didn't jump high enough. While time stands still, surf between the tentacles to get to the boss's head. You could attack the tentacles, but don't waste your time; your efforts are better spent attacking the head.

While beating the boss in the face, use extended punch combos that end with a Wicked Weave. You're presented with a Climax finishing move opportunity when you've beaten all but 5% of its health away. Press the Punch and Kick buttons when prompted to begin the summoning of Phantasmaraneae. Your spider demon appears at the bottom of the water funnel, spins a giant web, and captures Phantasmaraneae. Miniature Phantasmaraneaes attack and devour Sepientia on the web. Press the Action button quickly and repeatedly to score a huge bonus—possibly a 1500 Max Bonus. In a dying breath, Sepientia's shares with Bayonetta that the battle is not about the emblem she wears. Evidently, the much sought after Eye must be something or someone else.

XIV ISLA DEL SOL

MISSILE OPERATION

Bayonetta, Luka, and Cereza escape the plane crash and are now piloting a helicopter to Isla Del Sol. Before they even get close to the island, defense systems fire missiles at their helicopter. Bayonetta swiftly places herself and Cereza on top of one of the missiles and takes control of its weapons and navigation systems. Luka's jacket is snagged on the bottom of the second rocket, which is following closely behind.

KEY ITEMS: BROKEN WITCH HEART

VERSE 1

ENEMY ENCOUNTERS

ALL MODES

Constant barrage of Dear, Decorations, Affinities, Inspireds, and Harmonies, followed by Courage battle.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	4:40	800	0	5:00	8360	0	5:20	8360	0	5:10	4950	0
GOLD	6:14	560	500	6:40	4004	500	7:07	4004	1000	6:54	2520	1500
SILVER	7:47	480	1000	8:20	2552	1000	8:54	2552	2000	8:37	1710	3000
BRONZE	9:20	400	1500	10:00	1100	1500	10:40	1100	3000	10:20	900	4500

MISSILE CONTROLS

Control the missile's direction using the left stick. The Action and Punch buttons fire the guns (hold down or press rapidly for continuous fire). Press the Kick and Jump buttons to launch your guided Wicked Weaves.
For each one fired, one Magic Orb is spent from your Magic Gauge. Also keep in mind that you can only fire four at one time; you can't fire again until they are gone. Finally, press the Evade and Change Weapon buttons to Evade enemy attacks. You can also change the Y-axis controls from Options in the Pause menu.

Once you get used to the controls, start thinking strategy. Each enemy has a unique attack pattern, so you should deal with each accordingly.

DECORATIONS

Decorations fly onto the screen in a patterned row. Aim, then hold the Fire button and allow them to sweep into your stream of fire, taking them out like an old-school shooter. The next time they appear (after the Dear attack), they fire green plasma projectiles, which can be Evaded. Shooting multiple Decorations fills the Magic gauge quickly, but don't waste your missiles on these foes.

EVADE OR LOSE MAGIC

The message in the name of this tip is true with any chapter in the game, but in this challenge Magic Orbs translate into a one-to-one missile conversion ratio. Missiles are very helpful when battling Inspires and bosses. If you usually take damage during certain types of enemy attacks, then use all the missiles on those enemies that are present. Otherwise, save them for the tougher foes.

DEAR

Dear appear in threes just after the squadron of Decorations has passed. Dear shoot the green plasma projectiles in both verses. Dodge them or Evade the attacks, then line up and shoot the Dear in the face.

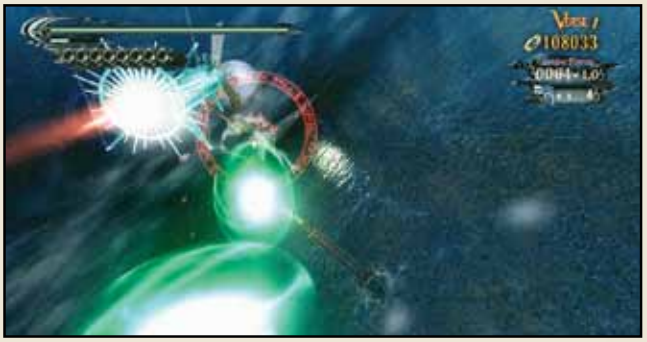
AFFINITIES

Affinities are more resilient to your gunfire. They don't remain on screen too long either. Using the Evade buttons cancels your ability to fire the guns, so you may run out of time to shoot the Affinities before they leave. Use skilled dodges to avoid their green plasma projectiles while continually raining gunfire on them.

INSPIRED

After a few rounds with each of these enemies, a single Inspired arrives with a warning signal that you'll only see when a boss-type enemy is approaching. The enemy's vitality gauge appears at the bottom of the screen. The Inspired flies toward you, then past you, then comes back on screen from behind and flies into the distance. It repeats this travel pattern until you defeat it.

When the Inspired comes at you from the distance, it fires three meteors. Evade them closely to enter Witch Time. When time stops, shoot at the Inspired's head and release any missiles you have before normal time resumes. Follow and shoot the enemy as it moves from the middle of the screen until it leaves the screen via the top right corner. Damage is much greater and you receive more Magic Orbs while attacking in Witch Time. In later stages, three or more Inspireds will attack at once.



HARMONY

The Harmonies shoot green plasma projectiles in quick succession. To defeat these enemies, shoot ahead of their flight pattern while moving ahead of their missile attacks. If this is done correctly, you won't have to Evade the projectiles and the enemy will be destroyed before the last missile comes close enough to necessitate an evasive maneuver.

MISSILE TOP BATTLE

About midway through the battle, two Affinities with flails and an Applaud with a spear jump onto the missile with you. Evade one of their attacks, then enter Witch Time and tear them to pieces. Get 'em off your missile! If you defeat the Applaud using a Torture Attack, a **Broken Witch Heart** pops out of its chest. So save up those Magic Orbs earned from the Decoration attack that happens just before this battle.

COURAGE

Courage is the toughest enemy in this shooting challenge. The mini-boss shoots plasma projectiles with rapid-fire, making it tough to hit him consistently. Evade too often and you cancel the ability to fire your guns. Your best opportunity for inflicting major damage is when it fires meteors at you. Evade these to enter Witch Time. Shoot the meteors back at Courage, then use the rest of the time-freeze to rapid-fire at its torso. You'll likely take the most damage in this entire chapter during this particular battle. So, if you can get past Courage without a retry, you're doing great. After defeating this mini-boss, you pick up a mega vitality power-up that should carry you to the end of the next mini-boss battle.

VERSE 2

ENEMY ENCOUNTERS

ALL MODES

Constant barrage of Beloved and Kinships, followed by Temperance battle with Decorations.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	5:20	1250	0	6:50	13129	0	7:20	8360	0	7:50	6500	0
GOLD	7:07	800	500	9:07	6032	500	9:47	4004	1000	10:27	3200	1500
SILVER	8:54	650	1000	11:24	3666	1000	12:14	2552	2000	13:04	2100	3000
BRONZE	10:40	500	1500	13:40	1300	1500	14:40	1100	3000	15:40	1000	4500

MISSILE OPERATION CONTINUED

BELOVED (BAZOOKA)

You encounter many of the same enemies in the second verse; however, the little blue ones with their meteor rifles are new. These guys are slow, fly low, and fire lots of meteors. Evade these projectiles to enter Witch Time and shoot the Birabudo to obtain many Magic Orbs and inflict maximum damage. You can also shoot their meteors back at them while in Witch Time.

MISSILE TOP BATTLE

While passing through the tunnel—after defeating the Beloved—you'll encounter another missile intrusion. Beat the two Affinities (carrying flails) and continue the rampage on the spear-wielding Applaud. Evade the enemies' attacks and defeat them quickly in Witch Time.

KINSHIPS

The Kinships appear in pairs and shoot two laser beams simultaneously. Evade the lasers to enter Witch Time and target each Kinship with rapid gunfire. If you have Magic, use some missiles in this battle. The Kinships are weak, but it's sometimes difficult to move quickly enough to take out both of them before one leaves the screen. Shooting a couple missiles solves this problem.

TEMPERANCE

Temperance is the mini-boss of Verse 2. When its arms aren't shielding its head, you must target the creature's face with gunfire. When the Decoration squadron is deployed, shoot as many of them as you can while they're still in the distance to lessen the amount of green plasma projectiles fired at you. Evade these Decoration projectiles and don't worry about targeting the boss for the moment; you're likely to receive too much damage from the Decorations to justify shooting the boss at this time.

Once the Decorations are cleared, the boss readies a mighty laser attack. Evade the beam to enter Witch Time. This is your greatest chance for damage during the battle and it only occurs a few times. Shoot all missiles you can while unloading rounds on its face. Keep this up until it covers the face again.

Temperance repeats these attacks a couple of times and then adds in a meteor attack. Evade the meteors to enter Witch Time and attack its face with everything you've got. After finishing the boss, you earn another mega vitality power-up. Hopefully, this boost will carry you through the third verse battle with Jeanne.

ENEMY ENCOUNTERS

ALL MODES

Battle against Jeanne

JEANNE

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	4:00	3680	0	8:00	4950	0	9:00	8360	0	10:30	1860	0
GOLD	5:20	1952	1000	10:40	2520	1000	12:00	4004	2000	14:00	1104	2000
SILVER	6:40	1376	2000	13:20	1710	2000	15:00	2552	4000	17:30	852	4000
BRONZE	8:00	800	3000	16:00	900	3000	18:00	1100	6000	21:00	600	6000

After barely making it through the city's defenses, Bayonetta and crew continue piloting the speeding missile toward the brilliant city of Isla Del Sol. Out of the darkness comes another missile jockey, headed straight for you. Jeanne leaps from her missile and kicks Bayonetta off hers. Bayonetta grabs Cereza and drops to the top of a skyscraper below.

Jeanne, standing on top of a missile, announces that she's ready to finish what the two started so long ago. She reveals that Bayonetta was the child born of a Lumen Sage and an Umbran Witch, and it was her birth that sent the clans into a spiral of chaos. The Umbran Witches swore that the treasured Left Eye would never fall into the hands of another.

Suddenly, Luka drops to the building rooftop in a utility vehicle, while using a zip line to snatch the missile launching controls out of Jeanne's hand. Luka takes Cereza with him as he tears away in the large vehicle. An explosion occurs and Bayonetta fears the worse. Did her friends just meet an untimely end? Jeanne manages to launch a bevy of missiles just before the battle begins.

STAGE ONE: MISSILE TOWER ROOFTOP

Each time you battle Jeanne, she gets a little tougher and a little faster. She is now at the top of her game. To defeat Jeanne, you must beat four stages of health out of her vitality gauge: purple, blue, green, and orange. In the first stage, you need to pummel her purple vitality down to a quarter to reach the second phase of the battle. Since Jeanne is so quick, we suggest using the katana with the bazookas on your feet. Perform fast punch combos that end with the rapid projectile fire from your blade, then quickly press the Kick button to follow with the overhead Wicked Weave (stomp).

When distance is created between the two of you, quickly shorten it by performing a dash attack and get back to inundating her. Jeanne is less likely to have time to unleash Wicked Weaves, or use hair demons, if you continuously attack her. Evade after the end of each combo and any time that you are not striking her. Evading any attack she throws allows you to enter Witch Time and, although she is a witch, she will freeze with everything else.

A counter attack opportunity arises if you both throw a kick or punch at the same time. When this happens, press Punch and Kick simultaneously to begin the Counter. During the kick fighting sequence, press the Kick button rapidly to outdo her, increase your attack power, and earn bonus points. If you overpower her, you win and she is kicked back, taking major damage. On the other hand, if you do not raise the Gigaton points high enough, then you lose and you are kicked back and dealt damage.

When Jeanne's purple vitality is reduced to about 25%, the tower begins to lean and fall into the adjacent building. This starts stage two of the battle.

STAGE TWO: WITCH WALK BATTLE

The building tumbles and Witch Walk is enabled. You and Jeanne now fight horizontally, sticking to the side of the adjacent building. Continue the attack strategy that worked for you in the last stage. As soon as you can deliver one good combo, Jeanne sends one of her launched missiles down on you. Be prepared to press the Punch and Kick button at the same time to Evade this. If your technique and timing are true, Bayonetta will catch the missile and throw it back at Jeanne. Jeanne grabs it and sends it back your way. This sequence continues four times; each time the missile passes hands, it comes at you faster. On the fourth throw, Jeanne misses and takes the damage. This attack chips away a quarter of her health.

After this missile exchange, perform a few dashes to reach Jeanne quickly and continue the assault as described in the previous stage. When you deplete a little over half of Jeanne's blue vitality gauge, a missile approaches low and fast. Jeanne jumps on top and rides it away. The missile quickly returns. When it does, press the Jump button while tilting up on the left stick to leap on beside Jeanne. This begins stage three of the battle.

STAGE THREE: MISSILE RIDING BATTLE

Jeanne steps up the intensity of her attacks during the missile-riding battle. Evade more often and keep performing dash attacks when beyond attack range. Keep attacking with quick punch combos, occasionally mixing it up with more devastating Wicked Weaves.

After draining Jeanne's vitality of all the blue, the missile nears a collision with a building. Press the Jump button while tilting up on the left stick to leap from the missile to yet another missile where a similar battle continues.

You are likely to reach a punch Counter opportunity or two during this phase of the fight. Press rapidly on the Punch button to increase your chances of winning the challenge. Afterward, continue Evading, Dash attacking, and using quick punch combos to knock Jeanne's vitality down to half green. Once her health is this low, both of you automatically leap off the missile and onto a penthouse patio of a nearby building in a cinematic.

STAGE FOUR: PENTHOUSE PATIO BATTLE

Use the same attack strategy on the penthouse patio as you did in the previous stages. Many objects around the patio (furniture, vases, etc.) contain useful items. When you can get away safely, break them for goodies, then continue fighting. You can also walk on the large waterfall wall on the left using Witch Walk. Jeanne Witch Walks a few times during the battle, with or without your lead.

If Jeanne ends up near the Witch Walking wall while on the ground, you can use the wall to your tactical advantage. Jump up onto the wall and stand above Jeanne while attacking her. This confuses her and it takes her a bit to defend or escape. Completely drain Jeanne's yellow vitality gauge and the battle is won.

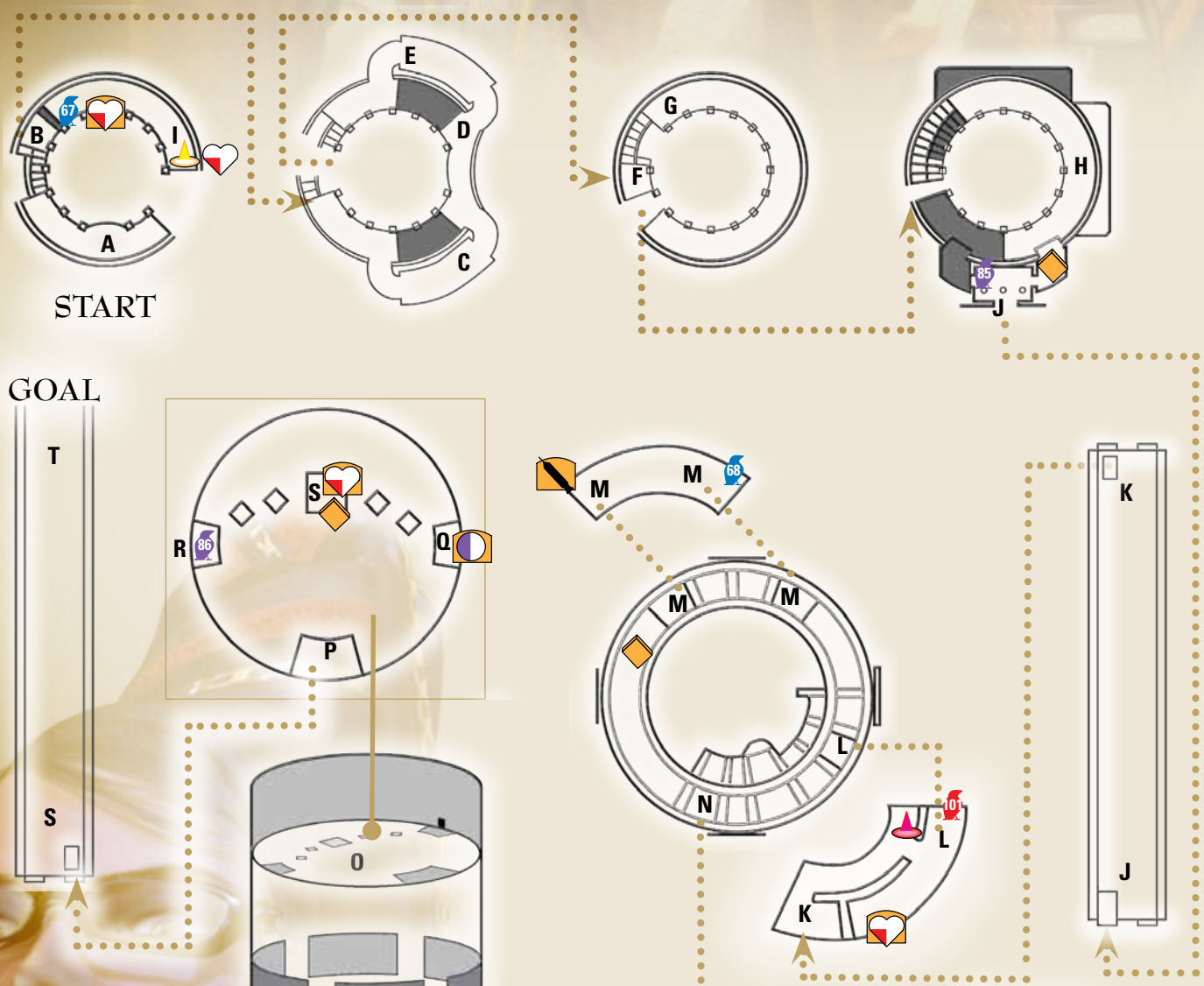
A special moment between old friends occurs in the battle ending cut-scene. Jeanne says that Bayonetta possesses the most beloved treasures of the Umbran Witches, the stone she wears close to her heart: The Left Eye. Curiously, though, Jeanne refers to Bayonetta as "Cereza" just before she performs a quick draw and tries to put a bullet in her head.

Rockets slam into the penthouse and the explosion sends Bayonetta into the adjacent building, where she is surprised to find Luka and Cereza alive and in good spirits.

XV A TOWER TO TRUTH

ITHAVOLL BUILDING

Crows Captured (Normal) Crows Captured (Hard) Crows Captured (Nonstop Climax)



Bayonetta, Cereza, and Luka approach the colossal doorway to the Ithavoll Building. The voice in Bayonetta's head speaks once again and asks her to unleash the power and awaken the Eyes of the World. Cereza identifies the voice as her father's, which takes Bayonetta by surprise. Cereza runs into the building, overjoyed at hearing her daddy. Bayonetta loses sight of her and the doors close, locking Luka out. The three party members are separated.

VERSE 1

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Fearless & Fairness

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	2660	0	1:20	6500	0	1:30	8360	0	1:20	2660	0
GOLD	1:20	1484	500	1:47	3200	500	2:00	4004	1000	1:47	1484	1500
SILVER	1:40	1092	1000	2:14	2100	1000	2:30	2552	2000	2:14	1092	3000
BRONZE	2:00	700	1500	2:40	1000	1500	3:00	1100	3000	2:40	700	4500

FLOOR LVL 1: STATUES

You begin this chapter on the first floor **(A)** of the Ithavoll Building. Smash the Fairness & Fearless statues at the entrance and prepare to do battle as the creatures leap out of the stone edifices. Evade often and try to remain behind these fast enemies. Concentrate your attack on one beast at a time to keep them from ganging up on you. Use your katana with Wicked Weaves during Witch Time to inflict the most damage. Once the battle is won, smash vases on your way up the stairs to the first landing where the Verse 2 battle begins **(B)**.

VERSE 2

ENEMY ENCOUNTERS

EASY MODES

Stage 1: Decorations x7
Stage 2: Fire Ardor x1

NORMAL (and above) MODES

Stage 1: Decorations x10
Stage 2: Fire Ardor x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:10	6500	0	1:40	8360	0	1:20	8360	0
GOLD	1:07	560	500	1:34	3200	500	2:14	4004	1000	1:47	4004	1500
SILVER	1:24	480	1000	1:57	2100	1000	2:47	2552	2000	2:14	2552	3000
BRONZE	1:40	400	1500	2:20	1000	1500	3:20	1100	3000	2:40	1100	4500

FLOOR LVL 1: LANDING

Decorations attack as you approach the landing **(B)**. We suggest using the katana and equipping the bazookas to your feet. You can take out the Decorations quickly with a few bazooka shells. The splash damage from a Decoration exploding often takes out other nearby Decorations.

Fire Ardors appear as soon as the Decorations are defeated. You cannot touch these creatures with close-range weapons or you'll be knocked back, taking a little damage in the process. Occasionally, their fires are quelled; take that opportunity to attack without Witch Time. But watch out when they scream—it means they're about to flame up again.

You can use the steps to cheat a little in this battle. Run upstairs to make the Ardors reanimate on the steps near you. Run down the stairs and head down the lowest set of stairs while remaining a few steps from the landing, close to the middle grating that separates the stairs. Perform Wicked Weaves through the rail. These can connect with the Ardors on the top set of stairs. This allows you to attack them while they're on fire without using Witch Time. After defeating the Ardors, continue to the second floor **(C)**.

VERSE 3

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Braves x4

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:40	480	0	0:50	3680	0	1:20	3680	0	1:20	1250	0
GOLD	0:54	372	500	1:07	1952	500	1:47	1952	1000	1:47	800	1500
SILVER	1:07	336	1000	1:24	1376	1000	2:14	1376	2000	2:14	650	3000
BRONZE	1:20	300	1500	1:40	800	1500	2:40	800	3000	2:40	500	4500

FLOOR LVL 2: LAB AREA 1

Break the Grace & Glory statues near the sliding doors on the second floor to reveal possible Halos or items. Move beyond the automatic sliding doors and head through the curved hallway. The windows on the right provides an amazing view of a massive industrial machine in the middle of the building. Continue to the end of the hallway **(C)** to battle the Braves.

As you know from previous levels, three Braves can join and transform into one large Brave. To prevent this, take out the first one that materializes quickly. Enter Witch Time, using a well-timed Evade during its attack swing. When the creature is near death, the other three materialize one after the other, giving you just enough time to take out the second one before the giant transformation begins. The upside to allowing the Braves to conjoin is that you can obtain the Brave's enormous axe after the battle.

VERSE 4

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Grace & Glory

NORMAL (and above) MODES
Stage 1: Gracious & Glorious

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	1250	0	1:50	6500	0	2:40	4950	0	2:40	800	0
GOLD	1:20	800	500	2:27	3200	500	3:34	2520	1000	3:34	560	1500
SILVER	1:40	650	1000	3:04	2100	1000	4:27	1710	2000	4:27	480	3000
BRONZE	2:00	500	1500	3:40	1000	1500	5:20	900	3000	5:20	400	4500

FLOOR LVL 2: STATUES

Continue through the next set of sliding doors and head through the hallway to a similar set of doors with another set of Grace & Glory statues **(D)**. Smashing these releases Gracious & Glorious and initiates the Verse 4 battle.

If you have enough Magic Orbs, begin the attack with a Torture Attack. Even if you reach the highest possible bonus, you won't take this resilient creature out, but you will definitely soften it up. Take the dropped claw from the first defeated creature and turn it on the second. Pressing the Kick button implements a devastating spinning attack if you have the fire claws. Steer toward the enemy as you spin to ensure contact.

VERSE 5

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Joy x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:20	3680	0	2:00	800	0	3:10	2660	0
GOLD	1:07	560	500	1:47	1952	500	2:40	560	1000	4:14	1484	1500
SILVER	1:24	480	1000	2:14	1376	1000	3:20	480	2000	5:17	1092	3000
BRONZE	1:40	400	1500	2:40	800	1500	4:00	400	3000	6:20	700	4500

FLOOR LVL 2: LAB AREA 2

The windows to the right in the second lab area glow with red light from the countless containers suspended from the giant machine in the middle of the building.

Head to the next set of sliding doors **(E)** to initiate the Verse 5 battle, involving a couple Joys—one with a gun and the other with a sword/whip. The Joys are extremely quick, as you are well aware by now. If you have a claw from the Gracious & Glorious battle, press the Kick button to begin spinning with claws of fire. This attack is very damaging to these thin angels. Use Dash attacks, Evades, Witch Time, and Wicked Weaves to quickly get rid of the Joys.

VERSE 6

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Enchant x3
Stage 2: Grace & Glory

NORMAL MODE
Stage 1: Enchant x5
Stage 2: Grace x1, Glory x1

HARD (and above) MODES
Stage 1: Enchant x5
Stage 2: Gracious x1, Glorious x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	1250	0	1:20	6500	0	3:10	8360	0	3:20	8360	0
GOLD	1:07	800	500	1:47	3200	500	4:14	4004	1000	4:27	4004	1500
SILVER	1:24	650	1000	2:14	2100	1000	5:17	2552	2000	5:34	2552	3000
BRONZE	1:40	500	1500	2:40	1000	1500	6:20	1100	3000	6:40	1100	4500

FLOOR LVL 3: LANDING

Continue through the sliding doors where you defeated the Joys **(E)** and head through the connecting hallway to find the next set of stairs. Have the bazookas selected (on your feet is fine) before climbing the stairs. The Verse 6 battle begins when you reach the landing **(F)**.

One shell from your bazooka annihilates one Enchanted. As soon as they start appearing, hold down on the Kick button to launch a couple of rockets. The first usually misses, but the second always hits the mark. Destroy all the Enchanted and the Grace & Glory materialize. Evade often to enter Witch Time, then take them out using the katana, rockets, and Wicked Weaves. Once they're toast, continue up the stairs to the third floor.

VERSE 7

ENEMY ENCOUNTERS

EASY MODES
Temperance (non confrontational),
Affinity (random weapon) x4

NORMAL MODE
Temperance (non confrontational),
Affinity (random weapon) x5

HARD (and above) MODES
Temperance (non confrontational),
Fire Affinity (random weapon) x5

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	800	0	1:20	2660	0	1:30	1250	0	1:10	480	0
GOLD	1:07	560	500	1:47	1484	500	2:00	800	1000	1:34	372	1500
SILVER	1:24	480	1000	2:14	1092	1000	2:30	650	2000	1:57	336	3000
BRONZE	1:40	400	1500	2:40	700	1500	3:00	500	3000	2:20	300	4500

FLOOR LVL 3: LANDING

As you run through the third floor hallway, Temperance breaks through the left wall of the building, exposing the exterior. The creature floats just outside the hole while performing a variety of attacks. You cannot be hurt by its attempts nor can you damage Temperance at this time; you'll face this boss soon enough.

Continue to the end of the hallway **(G)** to face the Affinities in the Verse 7 battle. If you still have fire claws from the previous Grace & Glory battle, spin around using the Kick combo and rip through several angels in a single attack. Take out a spear-toting Affinity, claim the weapon, and perform the spin attack to wipe out the remaining angels.

VERSE 8

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Temperance

TEMPERANCE

FLOOR LVL 4: TEMPERANCE BOSS BATTLE

Run through the fourth floor hallway until you see Temperance appear outside the left set of windows. Be prepared to Evade a punch from the boss through glass. As soon as Temperance breaks through, head out to the exterior balcony and take control of one of the two anti-aircraft gun placements (there's one gun on both ends of the balcony). Temperance has two stages of vitality: green and yellow.

STAGE ONE

To control the anti-aircraft gun, use the left stick to aim and press the Action button to fire. Hold the Fire button down for continuous rapid fire. Press the Jump or Evade button to climb out of the large gun.

Aim and shoot Temperance in the head, the only sensitive area on its body. The boss often fires glowing green angel-faced missiles at you. Shoot all of these down to avoid damage and, during a lull in the bombing, refocus your aim on the boss's face. Some of its missiles (those that are very high or to the far-left or right) may never hit you, but it's tough to tell which high ones won't damage you, so it's best to err on the side of caution and just shoot them all down.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	480	0	2:10	1860	0	3:10	1250	0	2:20	1250	0
GOLD	1:34	372	500	2:54	1104	500	4:14	800	1000	3:07	800	1500
SILVER	1:57	336	1000	3:37	852	1000	5:17	650	2000	3:54	650	3000
BRONZE	2:20	300	1500	4:20	600	1500	6:20	500	3000	4:40	500	4500

When you shoot half the green health away from Temperance's vitality gauge, the boss initiates a devastating attack. You can prepare for it by recognizing its early stages. When the Temperance puts its hands to its head and begins to glow orange, it's about to shoot a wide laser beam at you. To avoid this, leap from your gun, using the Jump or Evade button, then sprint away from the anti-aircraft gun and Evade the moment the laser hits. After dodging a major hurt, quickly return to the gun and continue the assault.

STAGE TWO

Temperance initiates a powerful punch attack as soon as you drain all the green vitality. Press the Punch and Kick buttons when prompted to successfully Evade it; otherwise, you get knocked off the gun and take severe damage from the drilling-hand-punch-attack. You know this is coming when Temperance starts hovering toward you from its usual distant stance.

A successful Evade of the punch launches Bayonetta off the gun, which is destroyed by the punch. Run to the second anti-aircraft gun and continue the assault. Repeat this strategy until the boss is defeated. Continue through the now opened barrier in the hallway and find the **Island In The Sun—Isla Del Sol journal** in the connecting hallway.

HIDDEN VERSE 9 BATTLE ARENA

After beating Temperance in Verse 8, but before proceeding into the elevator shaft on floor four, head all the way back to the first floor to find the now activated Alfheim portal on a nearby balcony, accessible via a panther double-jump or by using Crow Within.

VERSE 9: ALFHEIM

KEY ITEMS: BROKEN WITCH HEART X2

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Fire Affinity x9, Fire Ardor x2
Stage 2: Grace x2

HARD MODE
Stage 1: Fire Affinity x8, Fire Ardor x3
Stage 2: Fire Ardor x2, Fairness x1

NONSTOP CLIMAX MODE
Stage 1: Fire Ardor x5
Stage 2: Joy x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	2:30	27709	0	5:20	104760	0	6:30	8360	0
GOLD	—	—	—	2:38	12104	400	5:45	43524	400	7:00	4004	400
SILVER	—	—	—	2:45	6902	800	6:09	23112	800	7:30	2552	800
BRONZE	—	—	—	2:53	1700	1200	6:34	2700	1200	8:00	1100	1200

WITCH TIME DISABLED!

Defeat all the angels before time expires. Witch Time is disabled in all modes except Nonstop Climax, where there are no rules.

MODE	TIME LIMIT	HP
Normal	3:00	5
Hard	6:00	4
Climax	7:20	3

After defeating Temperance on the fourth floor, head all the way back down to the first floor and back near your starting position **(A)**. Use a panther double-jump or double jump and use Crow Within to reach the next balcony over the gap. You'll find the Alfheim portal **(I)** on this balcony, along with a witch sarcophagus containing a **Broken Witch Heart** and a Hard mode Crow.

67 NORMAL MODE UMBRAN TEARS OF BLOOD

The Crow is at the end of the Alfheim Battle Arena balcony. Once at the far end of the balcony, double-jump up into the air to spot the bird in a high nook on the left, near the corner column. Jump up and press the Action button to catch it.

Predictably, Witch Time is disabled. To make matters worse, Fire Affinities and Ardors attack you. That means you can't touch them with close-range weapons and there's no stopping time to hit them during Witch Time—the only time when their fire normally wouldn't affect you.

STAGE ONE

Use the whip and skates in this battle. The whip is a long-range weapon that can hit the fire enemies without any repercussions. With this weapon, you can damage the enemy while going through the combo motions to perform Wicked Weaves. Use the skates or the panther form to quickly move away from the crowd of enemies, then turn and perform a quick Wicked Weave. Repeat continuously until you have a full Magic gauge.

Once it's full, use the magic to perform a Torture Attack on the Ardors. You can also use the enemies' weapons against them without consequences; this includes Ardor broadsword attacks and Affinity spear spinning.

Another useful trick is to double-jump high in the air and use Crow Within. Use Magic Orbs to throw feather blades (Kick button) at the enemies safely in the air where they normally don't bother you. There's no guarantee that the enemy will leave you alone while you're in the air; sometimes they perform air-hanging attacks, so be prepared to Evade or just land and get away.

STAGE TWO

The Glories in the final stage appear to be on fire, but that's how they usually look; you can attack them without taking damage and being knocked back by the fire. So Evade often and attack the best you can without using Witch Time. If you still have Stage One weapons, use them. It's also a good idea to have other weapons ready to switch to when this stage begins. There's no need to try to take these two on using the whip. Equip the katana and have Durga lightning set to Bayonetta's feet. Complete this challenge and pick up the **Broken Witch Heart** on your way out.

VERSE 10

JUSTICE

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Justice

ELEVATOR SHAFT: JUSTICE BOSS BATTLE

Return to the fourth floor, just beyond the area where you found the last journal. Proceed into elevator lobby and break the gate away from the elevator shaft **(J)**. Enter the shaft and prepare to Evade a falling elevator by tilting right on the left stick and pressing Jump at the same time.

85 HARD MODE UMBRAN TEARS OF BLOOD

This Hard mode Crow is in a cage in the corner of the elevator lobby. Break the cage and quickly grab the bird before it flies away.

Witch Walk is enabled, so jump up onto the wall and run up the elevator shaft. Stay in the middle, between the elevator rails, to avoid a single elevator dropping on the right side, then two elevators dropping side-by-side shortly thereafter.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:30	260	0	2:10	1250	0	4:10	1860	0	4:30	480	0
GOLD	2:00	224	500	2:54	800	500	5:34	1104	1000	6:00	372	1500
SILVER	2:30	212	1000	3:37	650	1000	6:57	852	2000	7:30	336	3000
BRONZE	3:00	200	1500	4:20	500	1500	8:20	600	3000	9:00	300	4500

After the three elevators drop, Justice smashes its head through the windows to the left. Begin attacking the tentacle head target while primarily aiming for the red sphere on its forehead. Use the katana while achieving Wicked Weaves.

Avoid the head bashing attacks, as well as the spiky tentacle hammering. Use Evades to avoid all of these attacks. Justice's face shatters once you've knocked its health down to a quarter. When this happens, the tentacle head lies unconscious on the elevator shaft. Jump up on the long neck, as you did the last time you battled it, then sprint to the mouth while avoiding the rotating blade hazards. Again, avoid the rotating blades by pressing Evade the moment you run through them.

Once on the boss's face, attack the tentacle at the root extruding from the mouth. Evade when the two adjacent tentacles slap at you. During a cut-scene and after a few powerful punch combos, Bayonetta slashes the tentacle root with a special slice move.

After completing the boss battle, run up to the top of the elevator shaft and jump into the elevator doorway **(K)** that's emitting a ray of light. This places you on the top floor of the tower.

VERSE 11

KEY ITEMS: BROKEN WITCH HEART, ITHAVOLL CEO-I JOURNAL, RED HOT SHOT

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinities (Spear) x3, Applaud (Spear) x3

NORMAL MODE
Stage 1: Fire Affinities (Spear) x6

HARD (and above) MODES
Stage 1: Joy x2

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:50	2660	0	1:20	4950	0	1:40	2660	0	1:50	1250	0
GOLD	1:07	1484	500	1:47	2520	500	2:14	1484	1000	2:27	800	1500
SILVER	1:24	1092	1000	2:14	1710	1000	2:47	1092	2000	3:04	650	3000
BRONZE	1:40	700	1500	2:40	900	1500	3:20	700	3000	3:40	500	4500

TOP FLOOR

From the top floor elevator doorway **(K)**, head into the large connecting hallway where you'll find a humongous central statue. Continue to the end of this path to discover a Gates of Hell portal. To the right of this is the entrance to another connecting hallway. In this hallway, you can find a witch sarcophagus with a **Broken Witch Heart** inside.

101 CLIMAX MODE UMBRAN TEARS OF BLOOD

This Climax mode Crow is in a cage. Break it and grab the bird. It's relatively slow, so if it get's away, wait for it to fly back, and then walk up and grab it.

Use the two floating platforms **(L)** to get through the hole in the ceiling and access the rooftop. On the top of the tower, you can see the large statue in its entirety. To the left is a light path curved up to some kind of blue spherical platform. Beyond that you can find the **Ithavoll CEO-I journal** next to a couple of holes in the floor **(M)** that lead to a top floor hallway that you have not accessed yet.

68 NORMAL MODE UMBRAN TEARS OF BLOOD

From the rooftop of the tower, drop into the floor hole (M) to reach the top floor hallway. In a corner you can find a caged Crow. Slash the cage to release it, then immediately press the Action button to catch the Crow before it flies away.

While in the same top floor hallway where you find the Normal Mode Umbran Tears of Blood **(M)**, head to the opposite end of the hallway to discover a witch sarcophagus containing a **Red Hot Shot**. Heading toward it triggers the appearance of Fire Affinities. Attack one to begin the Verse 11 battle.

Evade an enemy attack and enter Witch Time to defeat one the Fire Affinities, then take its dropped spear to perform a spin attack on its remaining brethren. Use the floating platforms on either side of the hallway to return to the rooftop.

Run up the curved glyph ramp **(N)** to the horizontal platform with blue lights and latch onto the horizontal pole. Spin on the pole in a clockwise direction to move the cylinder-shaped platform back into a chasm of moving panel platforms **(O)**.

KEY ITEMS: BROKEN MOON PEARL, BROKEN WITCH HEART, ITHAVOLL CEO-II JOURNAL

VERSE 12

ENEMY ENCOUNTERS

EASY MODES
Platform 1: Affinity (random weapon) x2
Platform 2: Affinity (random weapon) x2

NORMAL MODE
Platform 1: Fire Affinity x2
Platform 2: Fire Affinity x2

HARD (and above) MODES
Platform 1: Joy x1
Platform 2: Joy x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:40	260	0	1:30	480	0	2:10	800	0	2:30	260	0
GOLD	2:14	224	500	2:00	372	500	2:54	560	1000	3:20	224	1500
SILVER	2:47	212	1000	2:30	336	1000	3:37	480	2000	4:10	212	3000
BRONZE	3:20	200	1500	3:00	300	1500	4:20	400	3000	5:00	200	4500

HORIZONTAL PLATFORM CHASM

You begin this challenge on a small floating platform. The platforms, like the one Bayonetta stands on, begin to glow, then fall away. Jump from one platform to another to reach the solid platforms in the middle. Use the panther or Crow Within to reduce the number of squares you must jump across. If you fall back to the rooftop, then jump back onto any of the low horizontal platforms just off the outside edge of the rooftop to try again.

The static platforms in the middle (which consist of four, end-to-end, square platforms in a single row) do not drop; you are safe on these. To find the Verse 12 battle, you must access more of these four-in-a-row static platforms around the middle ring of the chasm. There are two different static panels where angels attack. The battle is not won until you find and defeat the angels on these two separate platforms.

Next, jump or Crow fly to the more solid chasm in the distance. Get on a vertical, solid gray platform, **(R)** or **(Q)**, walking on the far side of it to correct your stance to the proper horizontal position. The world flips around and you can now find similar platforms around the chasm more easily. Platform **(Q)** holds a witch sarcophagus with a **Broken Moon Pearl** inside and platform **(R)** is home to a Hard Mode Umbran Tears of Blood. Witch walk on the red square panels to reach these other platforms, making sure to panther double-jump over the gray flat sections to avoid slipping and falling to the rooftop again.

86 HARD MODE UMBRAN TEARS OF BLOOD

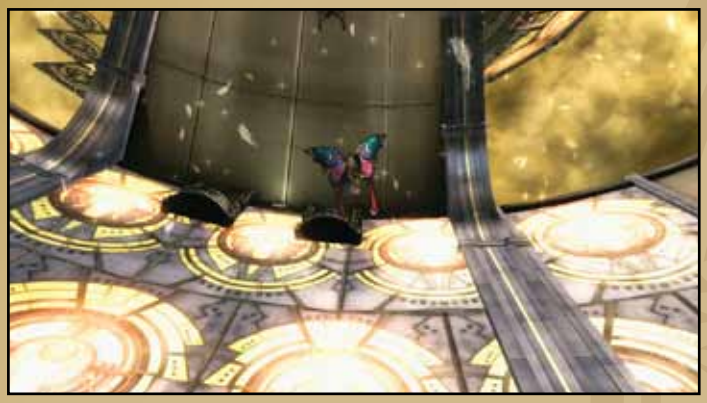
This Hard mode Crow is in a cage (R). It's not going anywhere, so break the cage and then grab the bird before it flies off.

From side platforms, **(R)** or **(Q)**, double-jump and Crow fly to the middle, floating platform **(S)** to break the witch sarcophagus open and find a **Broken Witch Heart**. Beside it, you can also find the **Ithavoll CEO-II journal**. These should be the last sarcophagus and journal entry you find, giving you two more Achievements/Trophies.

ALL MODES

Stage 1: Golem x1

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:20	800	0	1:50	1860	0	2:30	4950	0	3:30	480	0
GOLD	1:47	560	500	2:27	1104	500	3:20	2520	1000	4:40	372	1500
SILVER	2:14	480	1000	3:04	852	1000	4:10	1710	2000	5:50	336	3000
BRONZE	2:40	400	1500	3:40	600	1500	5:00	900	3000	7:00	300	4500



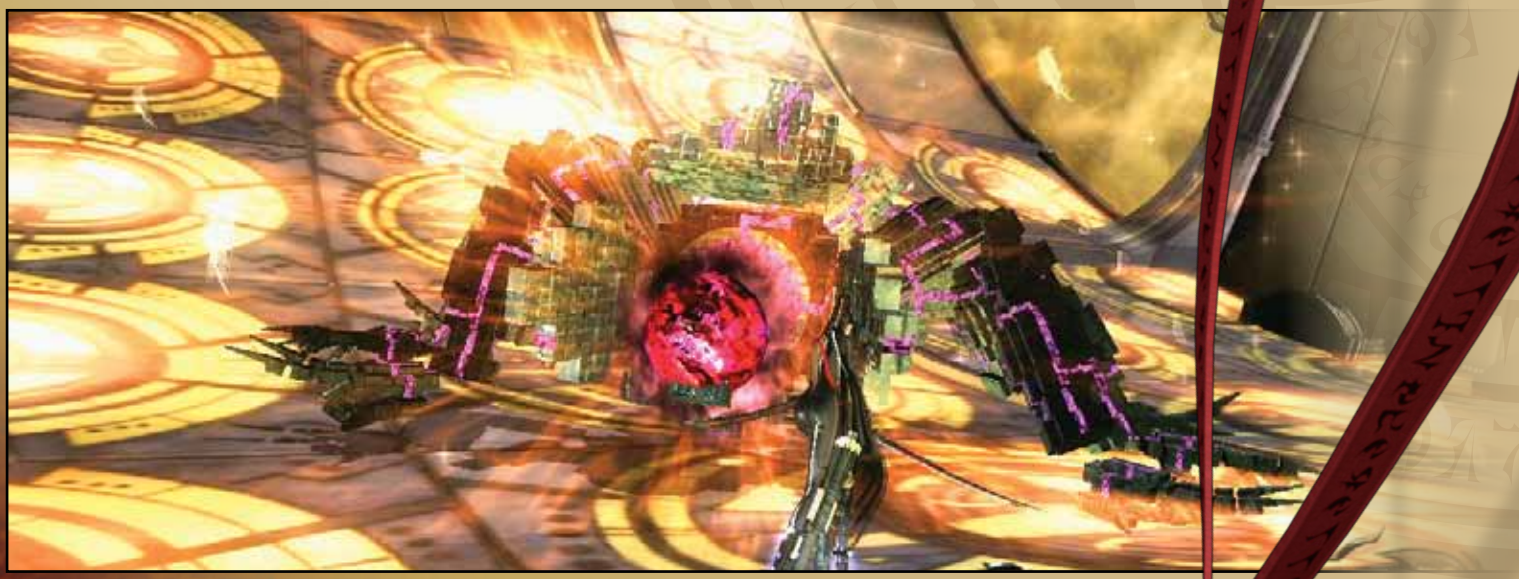
HORIZONTAL PLATFORM CHASM: GOLEM

Witch Walk on the red side platforms, starting from platform **(R)** or **(Q)**, and access the larger wall platform **(P)**. Golem attacks as you reach the point where you can jump down to the platform **(P)**. You remain on the side of the wall in Witch Walk mode while taking on Golem.

You've fought this beast a few times before—even with only Witch Time attacks doing damage in a previous Alfheim portal—so you know the drill. However, this time you will see a couple of new transformations that you haven't faced before.

SPIDER

Golem transforms into the bird, attacks with punching fists and clapping hands, and even turns into a spider. This is a new transformation for Normal mode players. The sensitive red sphere becomes the spider's head. Wait for the arachnid to shoot a meteor, then Evade the attack to enter Witch Time. Attack the sphere head while time is frozen.



CENTIPEDE

Soon after showing you the spider transformation, Golem turns into a giant crawling centipede. The attack sphere becomes the head. Its attack isn't as obvious as other transformations; it just runs in circles at you. Simply Evade the centipede's collision attempt to enter Witch Time and attack the sphere during this state.

Near the end of the battle with Golem, you're given the opportunity to summon Hekatoncheir. Your demon bounces Golem around like a volleyball. Press the Punch button rapidly to increase the damage and your bonus. After defeating Golem, re-enter the elevator shaft from platform **(P)**.

ALL MODES

Stage 1: Prudence

PRUDENCE

ELEVATOR SHAFT: PRUDENCE BOSS BATTLE

Witch Walk and panther run to the top of the elevator shaft. Prudence appears and stops you about midway up. The boss's sensitive area is its armored head in the middle of its body. The boss blocks the entire shaft, so you can't get by. Use the katana and skates or bazookas equipped to Bayonetta's feet. The creature has two stages of vitality: green and yellow.

The force of Prudence's landing on the shaft crumbles the building below you. Stay away from the falling structure behind you. The boss backs up as certain amounts of damage are reached. As Prudence does this, more of the building crumbles behind you. Don't lag behind or you'll fall into that increasingly large hole and fail.

The boss has three main attacks. It scoops its head down and tries to eat you with the large toothy mouth above its helmeted head, or it attempts to stomp you flat with one of its large lizard-like feet. Prudence usually attacks in a stomp, bite, stomp pattern. But sometimes it may stomp twice in a row using its right leg instead of the normal left leg attack. Evade the stomp attacks, but perform a few Evade back flips to get away from the bite attack.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	480	0	1:30	800	0	1:50	800	0	1:20	480	0
GOLD	1:05	372	500	1:40	560	500	2:27	560	1000	1:25	372	1500
SILVER	1:10	336	1000	1:50	480	1000	3:04	480	2000	1:30	336	3000
BRONZE	1:15	300	1500	2:00	400	1500	3:40	400	3000	1:35	300	4500

Attack with the katana while performing punch combos and Wicked Weaves between the boss's attacks. Keep moving forward as you push the Prudence back to the top of the elevator shaft to avoid falling into the crumbling building below you. When you've gotten the boss down to about 10% of its health remaining, it rears up on its hind legs, screams, loses traction, and falls on some very large spikes, impaling itself at the ground floor level.

ESCAPE THE EXPLOSION

A very large explosion occurs as soon as the boss meets is grisly death. You must stay ahead of the explosion as it crawls up the building toward you. To do this, run and transform into the panther as soon as control returns to you. Do nothing but run through the entire explosion sequence and you'll make it to safety. The explosion appears to swallow Bayonetta up at times, but don't worry, as long as you run as the panther from the earliest possible moment, you'll make it to safety through a large dome window.

INTERIOR SPHERE CHANDELIER

Bayonetta crashes through a large dome window, escaping the explosion by the skin of her teeth, then landing on a large spherical chandelier. There are four suspension cables attached to some red globes at the top of it. Slice all four to drop the chandelier—and Bayonetta with it!

The chandelier stops somewhere above the city where a light glyph pathway connects to your chandelier. Follow the light pathway to the fiery portal at the end. Enter it to complete the chapter.

XVI THE LUMEN SAGE

FATHER BALDER

Bayonetta drops into a grand temple inside the Ithavoll Building where she finds Father Balder, the last of the Lumen Sages, holding Cereza in his arms. He asks to be addressed as "Father," which explains the confusion when he was described by Cereza in earlier chapters.

Bayonetta asks Father Balder how he got little Cereza. He dodges the question and explains how Lumen Sages and Umbran Witches have long been the overseers of history and continues to fill some more missing segments in the unfolding story. He claims that Bayonetta *is* the Left Eye and that Jubileus is on the verge of resurrection.

You also learn that he had Luka's father "permanently retired" for coming too close to the truth. Balder was also responsible for reprogramming Jeanne to mindlessly follow his wishes, even though she was the one who sealed Bayonetta away in her underwater tomb for her own protection. Everything that has led up to this moment has all been a part of Balder's malicious plan to lure Bayonetta in; a plan that has been executed flawlessly thus far.

Just before the battle begins, Father Balder horrendously summons Cereza into his chest and the entire temple explodes, throwing Bayonetta out of the building. She lands hard on a large, falling, piece of building debris.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	5:10	1250	0	8:20	1860	0	8:30	6500	0	11:20	1250	0
GOLD	6:54	800	1000	11:07	1104	1000	11:20	3200	2000	15:07	800	2000
SILVER	8:37	650	2000	13:54	852	2000	14:10	2100	4000	18:54	650	4000
BRONZE	10:20	500	3000	16:40	600	3000	17:00	1000	6000	22:40	500	6000

STAGE ONE

BOSS DETAILS

Father Balder has three stages of vitality. Unlike other bosses, his vitality gauge is filled three times with yellow vitality. This was undoubtedly done to give you a false feeling of accomplishment at the end of each stage. Father Balder is extremely quick—even quicker than Jeanne. He mostly hovers just off the edge of the battle platform, but close enough to be in range of normal katana attacks. On occasion, Father hovers over the platform, making it easier for you to use a variety of attacks.

FLAME SWORD ATTACK

In the first stage, Father Balder attacks with his long-reaching fire sword and pulls off lightning quick combos. These attacks can be Evaded and used to enter Witch Time. Evade often as Balder swings multiple times before moving to a new attack. If you aren't performing an attack, then you should be chaining Evades together to avoid any possible attack.

BUBBLE CAPTURE

Balder also produces a blue bubble. If Bayonetta is trapped within it, you're prompted to quickly wiggle the left stick to shatter the bubble and escape. Remain trapped and Father Balder quickly strikes with one of his attacks. For the ultimate prevention of this bubble attack you can attack the bubble to shatter it before it captures you.

LASER, ERUPTIONS & METEOR ATTACKS

Balder also shoots a long-range laser beam that can be Evaded to enter Witch Time. He sweeps the laser across the platform a few times. Another attack involves small volcanic-like eruptions that originate from the last place you were standing. This occurs in series of three eruptions. Use Evades to avoid these the moment you see the orange glyph appear on the ground just before the attack occurs. A similar attack occurs in later stages, which involves falling meteors. Avoid them using the same methods used to Evade the volcanic attacks.

ATTACK STRATEGY

To beat the first stage of vitality out of the boss, don't let up on consistent katana combos and Wicked Weaves. Evade whenever you aren't attacking. When the boss is hovering over the platform, run behind Father Balder using the skates or the panther and attack from behind. Also, try chaining the quick Wicked Weaves together (Left, Right, Kick). Use air-hanging punch combos and air Evades to avoid attacks while in the air. The most damage is done when you attack during Witch Time.

SATELLITE ATTACK

During the first stage, you randomly experience one of Balder's special throw attacks. If he uses a throw attack in the first stage, it will be the satellite attack. Father Balder telekinetically reaches out into space and takes control of a defense satellite, forcing it to shoot down to the earth at you. If this happens, press the Jump button when prompted to leap off your platform and to a safer platform. If you miss the button prompt, then you land hard on the next platform and lose about a tenth of your vitality.

SUMMON OPPORTUNITY: GOMORRAH

When you drain Father Balder's vitality down to nothing in the first stage, you're presented with a Climax move opportunity. Press Punch and Kick simultaneously when prompted to summon Gomorrah. Rapidly press the Action button to increase attack damage. Unfortunately, the outcome of the summon ends in tragedy no matter how many bonus Gigatons you produce. Balder encapsulates himself in a large protective sphere that wedges the hair demon's mouth open, stifling its bite. He moves out of the sphere, then takes hold of the creature's head and twists violently, breaking its neck. This cancels your summon attack.

STAGE TWO

OVERHEAD METEOR THROW

During the second stage, Father Balder uses similar attacks that you encountered in the previous stage with the addition of a couple new ones, including meteors. He throws each meteor in quick succession. Use Evades to dodge this attack.

BUILDING TOSS EVADE

In the second stage, Father Balder uproots and throws a building at you. Press Punch and Kick at the same time when the prompt appears. A Gigaton bonus opportunity quickly follows your successful catch. If you get enough Gigatons, the building is tossed back and collides into Father Balder, inflicting a fair amount of damage. Otherwise, the building is thrown back and you take damage.

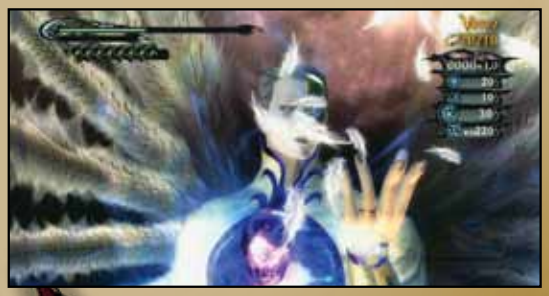
SUMMON OPPORTUNITY: SCOLOPENDRA

Another Climax attack opportunity arises when you've beaten all but a tenth of second stage vitality out of Father Balder's gauge. Press the Punch and Kick buttons when prompted to summon Scolopendra. This hair demon refuses to be defeated by Balder's shield that took out Gomorrah. Repeatedly press the Action button to raise your attack strength as Scolopendra squeezes and shatters Father's shield. Surprisingly, Father explodes the hair demon from within its compressing grip. Yep… another hair demon easily disposed with no damage done to Father.

STAGE THREE

SATELLITE TOSS EVADE

In the third stage, Father Balder mentally grabs the defense satellite and sends it hurtling out of space toward your platform. Similar to how you countered the missile toss during the battle with Jeanne, you must now catch the satellite and throw it back at Balder, who then throws it back in your direction. Press Punch and Kick simultaneously each time the prompt appears to catch and then throw the satellite back.



The prompt appears more quickly with each pass and the Gigaton attack power bonus is only performed after the first catch. If all prompts are performed correctly and in time, the satellite is tossed back and forth four times before finally colliding into Father Balder. If you miss the catch, you're knocked to another platform and take a 15% hit to your vitality. Acing this move knocks 25% off Balder's vitality.

LIPSTICK BULLET FINISHING MOVE

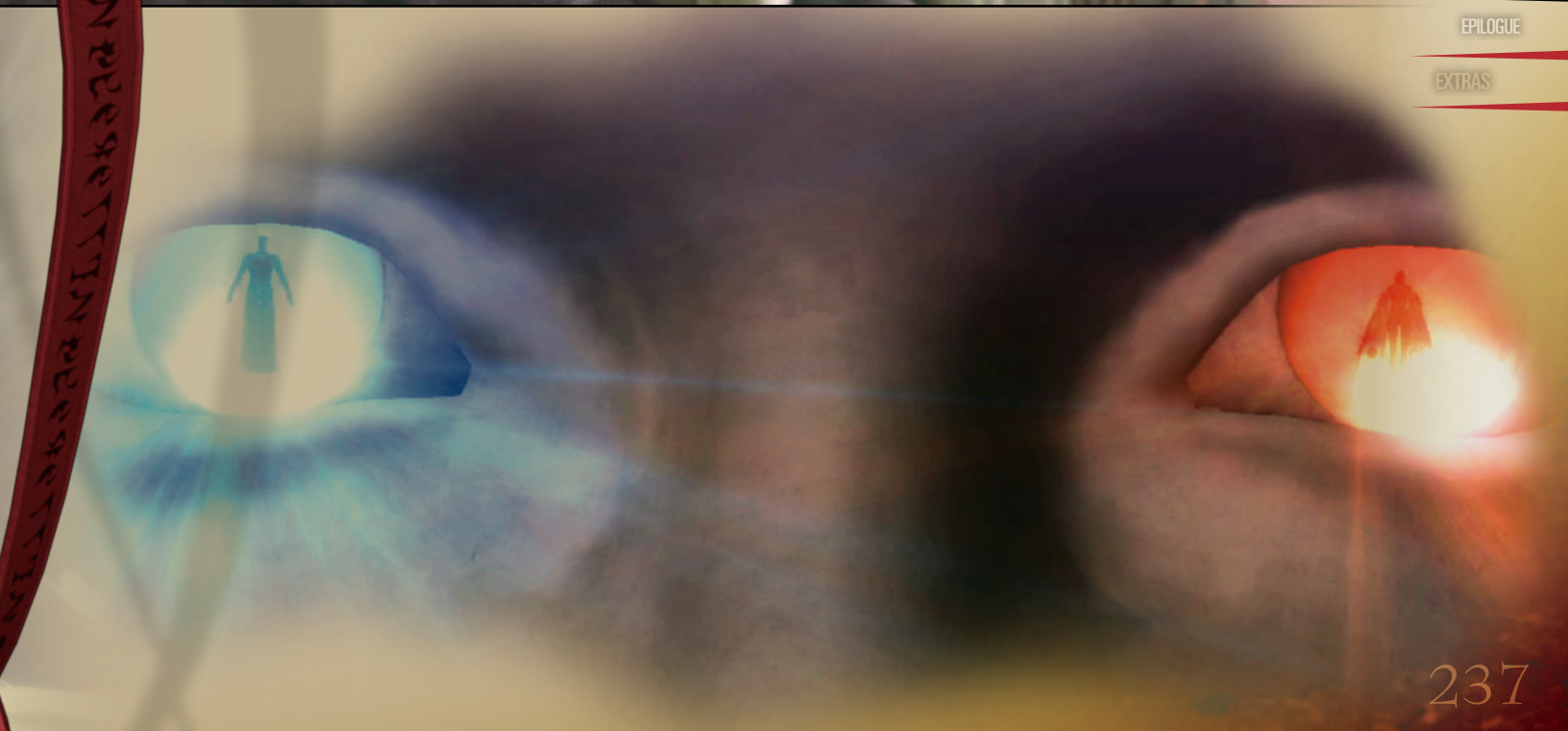
You're presented with the final Climax move opportunity once you've beaten the boss down to a tenth of vitality in the third stage of battle. Press Punch and Kick simultaneously when prompted to load and fire a lipstick shell aimed for Father Balder's forehead.

As the lipstick bullet races in slow motion through the air, take control of its flight using the left stick. Navigate around the large shards of floating glass. If you hit a glass shard, the bullet is deflected and it's tougher to steer it back on course toward Balder's forehead. Avoiding the glass shards is significantly more critical the closer you get to the boss. In other words, returning to the intended flight path after accidentally hitting a shard closer to you is much easier than recovering after hitting one of the last couple glass shards closest to Father Balder.

AFTERMATH

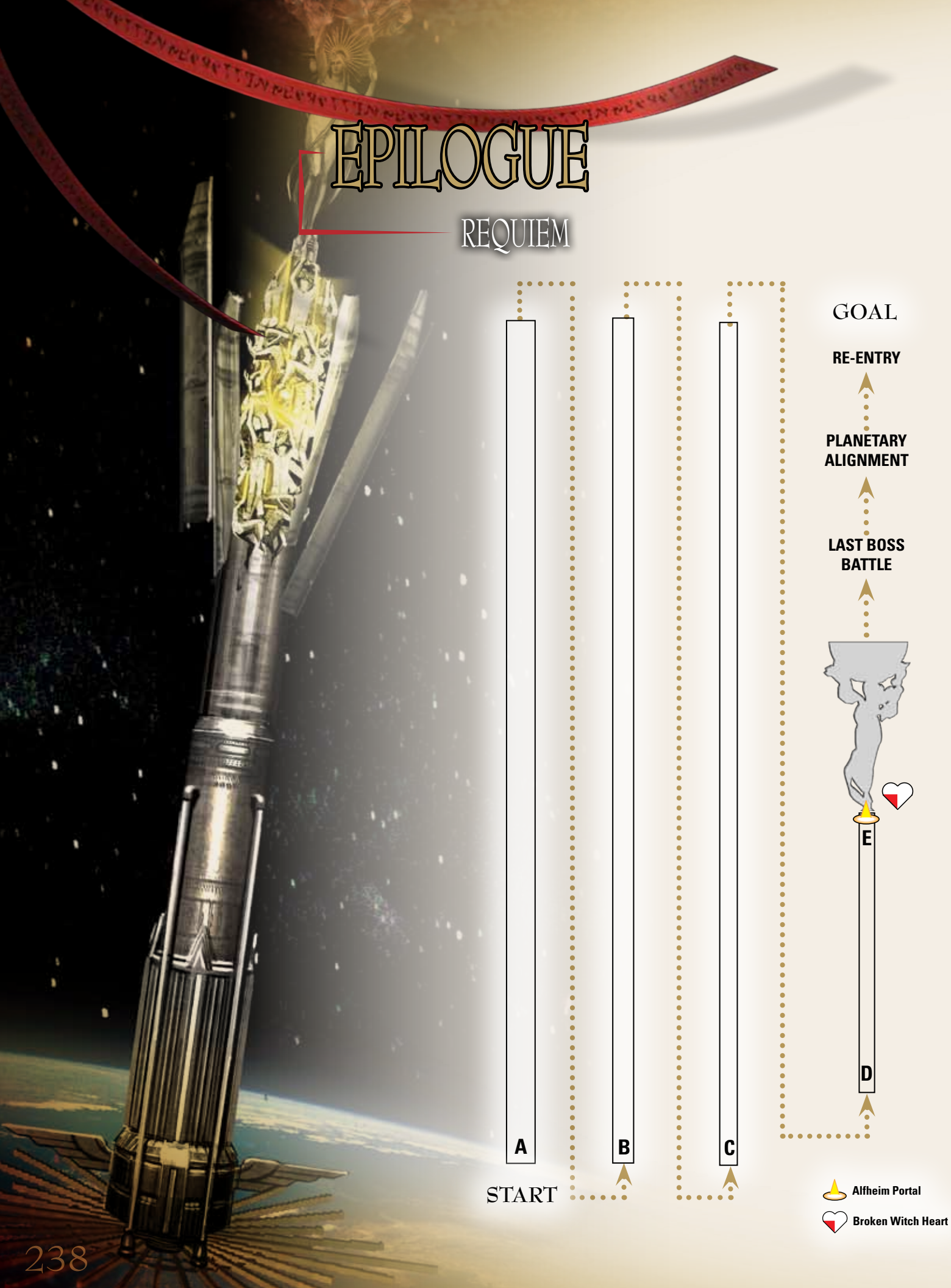
After taking out Father Balder with a lipstick bullet headshot, Cereza is separated from the last Lumen Sage and caught safely in Bayonetta's loving arms. Meanwhile, Luka is seen once again caught on the tail end of a passing missile. Bayonetta has successfully rescued her friends again.

She moves past Cereza (little Bayonetta) to her rightful place in history and returns to Luka in present time. Suddenly, Bayonetta buckles over in pain and glows with red electricity, which throws Luka back when he comes to her aid. Father Balder appears out of nowhere with a blue glow. He carries Bayonetta's unconscious glowing body up and into the eyes of the Ithavoll statue to complete the resurrection of Jubileus. Again, Father Balder's plans have been executed exactly as he wished.



EPILOGUE

REQUIEM



The Ithavoll Building has crumbled away, revealing a rocket at its central core. Father Balder has implanted himself in the Right Eye while Bayonetta unconsciously lies in the Left Eye of the Jubileus statue, situated at the tip of the Ithavoll rocket. As the rocket launches, it seems all is lost when Jeanne suddenly arrives on her motorcycle. She jumps and races off the backs of angels to effectively land on the departing rocket.

VERSE 1

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Harmony x5, Kinship x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:00	110	0	0:50	260	0	0:50	110	0	1:00	110	0
GOLD	1:20	—	500	1:07	224	500	1:07	—	1000	1:20	—	1500
SILVER	1:40	—	1000	1:24	212	1000	1:24	—	2000	1:40	—	3000
BRONZE	2:00	—	1500	1:40	200	1500	1:40	—	3000	2:00	—	4500

FIRST ROCKET

You play as Jeanne, who's racing her bike up the rocket toward the camera **(A)**. You have full control of the steering and you can Evade and jump as you did in a previous motorcycle mission. While racing forward, away from the Harmonies, press the Action, Punch, or Kick button to fire your weapon behind you. With enough rounds, you can take out a few Harmonies before the Kinship appears. Use Evade to power slide under these swooping enemies.

Race away from the Kinship's projectile attacks and Evade the long laser stream attack. She runs off the end of the first rocket section **(B)** and just makes it to the second section toward the end of the Kinship battle.

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Affinity (Trumpet) x36, Joy x24, Beloved x4

NORMAL (and above) MODES
Stage 1: Affinity (Trumpet) x48, Joy x24, Beloved x4

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	30	0	1:00	30	0	1:10	30	0	1:00	30	0
GOLD	1:34	—	500	1:20	—	500	1:34	—	1000	1:20	—	1500
SILVER	1:57	—	1000	1:40	—	1000	1:57	—	2000	1:40	—	3000
BRONZE	2:20	—	1500	2:00	—	1500	2:20	—	3000	2:00	—	4500

SECOND ROCKET

Now you race toward the enemy angels and away from the camera on the second rocket section **(B)**. Continue racing along the rocket while shooting angels, Evading meteor-like projectiles, and horizontal Joy lasers.

You have total freedom to ride all around the circumference of the rocket, so when you approach the Beloveds at the end of the second rocket, Evade to slow down and then steer between the Beloveds standing side-by-side.

When you approach the hollow tube at the end of the rocket, you're prompted to jump. Hop from the end of the second rocket to three different falling panels. You'll be prompted a total of four times to jump and reach the last large rocket section.

ENEMY ENCOUNTERS

EASY MODES
Stage 1: Enchant x24, Inspired x3

NORMAL (and above) MODES
Stage 1: Enchant x32, Inspired x3

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	30	0	1:00	30	0	1:00	30	0	1:10	30	0
GOLD	1:34	—	500	1:20	—	500	1:20	—	1000	1:34	—	1500
SILVER	1:57	—	1000	1:40	—	1000	1:40	—	2000	1:57	—	3000
BRONZE	2:20	—	1500	2:00	—	1500	2:00	—	3000	2:20	—	4500

THIRD ROCKET

The rocket passes through the threshold of the earth's atmosphere as you reach the third section **(C)**. Heat waves radiate from the cooking metal as Jeanne races toward the tip of the rocket to save Bayonetta. You encounter a wave of Enchants, followed by a squadron of Inspireds. Shoot what you can to raise your combo score, but more importantly, Evade to avoid damage.

When you enter space (when darkness cradles you), a timer begins counting down from 99 and Witch Time is triggered automatically. As you approach the end of the third rocket, you're prompted to tilt up on the left stick and to press the Jump button simultaneously to hop from the bike and leap to the broken, human-shaped sections of the Jubileus statue—now in deep space. Run and jump from the backs of the seven statue pieces to reach the fourth rocket section **(D)**.

VERSE 4

ENEMY ENCOUNTERS

EASY MODES
Decorations x12

NORMAL MODE
Decorations x16

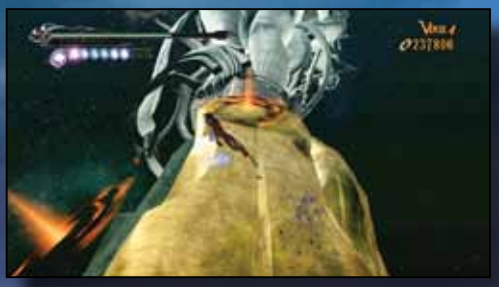
HARD (and above) MODES
Dear x4

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	110	0	1:20	260	0	1:30	110	0	1:30	110	0
GOLD	1:34	—	500	1:47	224	500	2:00	—	1000	2:00	—	1500
SILVER	1:57	—	1000	2:14	212	1000	2:30	—	2000	2:30	—	3000
BRONZE	2:20	—	1500	2:40	200	1500	3:00	—	3000	3:00	—	4500

FOURTH ROCKET

The fourth section of the rocket is made up of sculpted, entangled bodies. These break up and float away behind you as you go, so panther run quickly. Use panther double-jumps to get further ahead of the falling rocket sections. Slash at a couple Decorations along the way to raise your verse ending score; without a combo, you'll only achieve gold.



A short cut-scene plays when you reach the midway point to Jubileus. Father Balder spots you coming to Bayonetta's rescue. He thinks Jeanne is jealous of Bayonetta's role in the creation of a new universe, but she retorts otherwise. Hatred brews in his eyes at this remark and he commands Jubileus to destroy a nearby moon with a devastating laser attack. Avoid the raining meteors as you make your way to the end of the sculpted rocket section. Look for the glowing orange impact locations for a clue to where the meteors will hit.

Run along the gray, sculpted, flowing hair that reaches down to Jubileus' feet. Continue running to the shoulder, then stop short of reaching the chin area of Jubileus' head. If you pass the chin and ear area, you enter a new cut-scene and miss an opportunity to enter the Alfheim Battle Arena that just opened back toward the feet area.

Run back down the hair pathway and circle the metal grating below the feet until you find the newly activated Battle Arena portal.

VERSE 5: ALFHEIM

KEY ITEMS: BROKEN WITCH HEART

ENEMY ENCOUNTERS

NORMAL MODE
Stage 1: Applaud x1, Affinity (Spear) x2, Affinity (Flail) x2
Stage 2: Applaud (Bow) x1, Affinity (Flail) x2, Affinity (Trumpet) x2, Affinity (Spear) x2, Ardor x1
Stage 3: Fearless & Fairness

HARD MODE
Stage 1: Applaud x2, Affinity (Spear) x2, Affinity (Flail) x1
Stage 2: Fairness x1, Grace & Glory
Stage 3: Joy x3

NONSTOP CLIMAX MODE
Stage 1: Gracious & Glorious
Stage 2: Fearless x1, Joy x2
Stage 3: Giant Beloved x1

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	—	—	—	3:30	1250	0	4:30	1250	0	7:50	480	0
GOLD	—	—	—	3:41	800	400	4:50	800	400	8:26	372	400
SILVER	—	—	—	3:51	650	800	5:11	650	800	9:02	336	800
BRONZE	—	—	—	4:02	500	1200	5:32	500	1200	9:38	300	1200

USE WICKED WEAVES!

Defeat all the angels before time expires. Enemies can only be defeated using Wicked Weaves.

MODE	TIME LIMIT	HP
Normal	4:20	5
Hard	5:00	4
Climax	8:40	3

This challenge is similar to a few previous Battle Arena challenges with similar rules, but this time you control Jeanne, who is actually a little quicker with the combos than Bayonetta. Equip the Angel Slayer katana and have the skates equipped to your feet. Bat Within is very helpful, as well, and you should have had plenty of time to purchase this technique by now. When you attack the enemy directly, you're knocked backward without inflicting any damage on your adversary. Using the enemies' weapons also does no damage, nor does using Crow Within feather attacks. You must attack with Wicked Weaves.

Perform the quick Punch, Kick, Punch attack to slice through multiple enemies at once. Then quickly Evade by performing back flips to the edge of the arena and repeat the attack. When the enemy is too close to perform the Wicked Weave, run as the panther to the far end of the arena, then turn around and attack again. You can also try some air hanging tricks to perform Wicked Weaves in the air to avoid having to be on the ground during the entire battle. Sometimes flying over the enemy is helpful. Complete this challenge for your last **Broken Witch Heart** from a Battle Arena challenge—until you play in another difficulty mode.

ALL MODES

Stage 1: Jubileus **Stage 2: Jubileus' Spirit**

JUBILEUS

From the Battle Arena portal **(E)**, run back along the hair pathway to Jubileus's head to trigger a cut-scene. As Father spews fresh scripture about the new beginning of time, Jeanne desperately tries to free Bayonetta from the Left Eye. Just as she pulls Bayonetta out, Father blasts Jeanne out into space. He claims that your rescue was too late and that nothing can stop the power of Jubileus now. Jubileus breaks free from the statue and creates a spherical force field large enough to trap you both inside.

STAGE ONE

Jubileus has five stages of vitality: White, Purple, Blue, Green, and Yellow. The creature floats out of reach in the middle of the sphere during the battle. Your first target opportunities are the upside-down heads on the ends of the boss's many locks of braided hair. The heads on the dreadlocks become viable targets when Jubileus drops and stabs them into the surrounding shield.

Panther run to the targets and hit them quickly with Wicked Punches. Meteors and head-shaped missiles shoot from the mouths of the target heads. The head-shaped missiles are guided and can be destroyed with normal attacks, but often can be Panther Punted back to the source. To do this, you must first stun one with a hit and then quickly face it and, when prompted, press Punch + Kick. A successful punt sends the missile back to the source, causing significant damage.

MEDALS

MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	10:50	8360	0	13:20	83750	0	15:40	74400	0	16:30	13129	0
GOLD	14:27	4004	1000	17:47	35000	1000	20:54	31200	2000	22:00	6032	2000
SILVER	18:04	2552	2000	22:14	18750	2000	26:07	16800	4000	27:30	3666	4000
BRONZE	21:40	1100	3000	26:40	2500	3000	31:20	2400	6000	33:00	1300	6000

In the beginning, two hair targets are sent down into attack range. When those two are destroyed, three more drop down ready for attack. While these targets are made available, Jubileus randomly throws three punches. The view is automatically adjusted so you can see the attacks coming.

Press the Evade button just prior to getting hit or at the moment of impact to either Evade or break up into bats using Bat Within. Either move triggers Witch Time. Quickly attack the static fist with multiple Wicked Punches. The first fist rises quickly and can rarely be successfully attacked, but the second two fist punches are always fair game. Attacking the fists is very damaging to the boss and usually gets you to the next stage quickly.

STAGE TWO

Stage two begins when all but 15% of white vitality is drained from Jubileus. The boss stretches out, screams, and covers the sphere with lava. You find yourself on broken lava rock trails within a lake of molten lava. Use the panther to run along the trails while Evading projectiles and shooting lava on your way to a four dreadlock head targets. You are required to jump (when prompted) from the end of one path to reach a particular target's platform. Hit the targets with quick Wicked Punches, then quickly run along to the next closest trail to reach yet another head target. Repeat until four head targets have been destroyed.

After four targets are gone, Jubileus throws lava boulders into the air. When control returns to you, jump from boulder to boulder (you're prompted to jump when you reach the edge of each) until you've reached the boulder closest to the head. Quickly attack the boss's head with as many Wicked Punches as possible before the creature shatters your boulder platform. In this challenge, and other similar boulder jumping challenges, you can choose which boulder you jump to next by moving to the edge of the current boulder closest to the one you want to jump to.

The attack on the boss's head knocks Jubileus temporarily unconscious to the surface of the protective shield. Panther run up to the glowing eye and hit it with as many Wicked Punches as you can before the boss regains consciousness.

STAGE THREE

Stage three begins after knocking the boss down to about a fifth of its purple vitality. With a full blue vitality gauge, Jubileus blows snow and ice throughout the protective sphere. This is very similar to the lava challenge, only this time the hazards are a little chillier. Avoid spiky ice that shoots up through the ground. If you're hit by one of these, you're instantly incased in a block of ice. Wiggle the left stick quickly to escape or suffer a little damage. Do everything you can to Evade the large ice boulders; they'll flatten you like a pancake! Also watch out for the small ice balls shot from the mouths of the head targets.

Next is a floating icy boulder challenge, which is very similar to the last boulder jumping challenge. Jump across the boulders to reach the boss's head and attack as soon as possible. Knock Jubileus to the ground and attack the boss hard before it regains consciousness.

STAGE FOUR

After knocking half of Jubileus' blue vitality away, you enter another floating boulder challenge, similar to the lava and icy boulder jump challenges. Again, it's important to know that you can choose which boulders you jump to by repositioning yourself on a boulder to face the next closest one on any given side. Once you locate the sweet spot that triggers the jump prompt, quickly perform the jump reach the next boulder and to avoid hazards, which often occur if you hang out for too long on one boulder. Find the shortest paths to the seven braided hair targets resting on seven different boulders.

During this stage, you must avoid head-shaped missiles (like those in the first stage), orange vertical laser blasts, and blue plasma ball projectiles spit from the head target's mouths.

At the end of this stage—after destroying seven dreadlock head targets—you must leap from boulder to boulder to get closer to the boss's head, then hit Jubileus with some powerful Wicked Punches to drain the reminder of its blue vitality. Watch out for the slapping hand. If Jubileus breaks your boulder before enough damage is done, you'll fall to a lower boulder and have to make your way back to the head to strike again. Keep jumping from boulder to boulder until you're close to Jubileus's *eyes* before trying to attack from a more distant location.

A successful hit to the head knocks Jubileus to the ground again. Attack the boss's unconscious head with Wicked Punches. Depending on your attack success, you could reach the next stage with half the green vitality or half the blue vitality remaining.

STAGE FIVE

Stage five is very similar to the first stage in all aspects of targets and pitfalls. New to this battle are the galaxy swirl attacks and the black holes. The galaxy swirls are sent down in groups of three. When one touches you, Bayonetta turns into little Cereza and the boss enters punching mode. Jubileus is most vulnerable when the punching fists are Evaded and attacked in Witch Time. The first punch always misses and the second is hit or miss. So make sure to Evade the second two punches every time they are thrown. You transform from little Cereza to Bayonetta when entering Witch Time or come into contact with something harmful.

The biggest threat in this stage is Jubileus' black hole attack. It looks similar to the galaxy attacks, but it's one large, purplish glowing ring with a very scary dark, bubbly center. Don't get caught up in the middle of this hellhole or you will die. The best way to avoid this is to perform multiple double panther jumps while running away as fast as you can.

CLIMAX MOVE

When you've beaten Jubileus down to about half of its final vitality, you're prompted to perform a Climax move. Press Punch + Kick when prompted to summon the first stage of your two-part summon attack. A little while after your *black* hair summon appears center stage, you'll be prompted again to perform another Climax move. This time, a white hair summon joins the existing black hair and forms the mighty Queen Sheba. Press madly on the Action button to raise the attack damage (called "Infiniton" this time) to a whopping "Big Bang Bonus."

You don't get the full scope of just how big Queen Sheba is until she cold cocks Jubileus and you see your demon's hand compared to the boss's puny body. You hit the boss so hard that the spirit is separated from the body. To separate someone from their soul cage… that's quite a herculean punch.

PLANETARY ALIGNMENT

The challenge is not over quite yet. You must now take control of Jubileus' soul as it hurtles at light speed toward the sun. It's your job to pilot the boss's soul through space while avoiding the Milky Way's planets. Look for the small dots in the distance to grow. Once you spot a planet, move Jubileus to the furthest side of the screen from the planet you are quickly approaching. Pass it with plenty of room to spare. If you tag a planet, then you fail. Once past Mercury, you're good. Steer the boss right into the sun to finish the verse.

VERSE 7

ENEMY ENCOUNTERS

ALL MODES

Stage 1: Jubileus Fragments

MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	1:10	8360	0	1:10	13129	0	0:50	83750	0	0:46	19500	0
GOLD	1:15	4004	500	1:15	6032	500	0:52	35000	1000	0:48	8700	1500
SILVER	1:20	2552	1000	1:20	3666	1000	0:54	18750	2000	0:50	5100	3000
BRONZE	1:25	1100	1500	1:25	1300	1500	0:56	2500	3000	0:52	1500	4500

SPACE JUNK

During the first credit roll, Jeanne and Bayonetta reunite and wait to celebrate their victory after destroying the Jubileus space junk hurdling for the earth. This is the final task to save humanity. When control returns to you, begin moving Bayonetta vertically and horizontally to the glowing areas on the statue's body parts. Crumble the statue parts with Wicked Punches. Destroy all the parts in the time allotted to complete the final verse in the game.

Enjoy the ending of the game; it does not disappoint. Make sure you watch the credits carefully, as there are three hidden battle opportunities mixed in! Also, don't miss the final credit roll with the two-color pole-dancing scene and continue watching after saving your game to check out the new dance segment that now plays at the beginning of the game. Tons of good stuff. Completing the game on Normal mode unlocks the "Taste of the Witching Hour," "Umbra Witch," "Chapter 14-Epilogue (Normal)" Achievements (or Trophies for PS3®). You get to access the Play History screen where you can see all your achievements in each chapter. You also unlock **Hard** mode and **The World of Bayonetta** gallery in the Extras menu on the Title screen. And, lastly, the **Handguns** are acquired! Now get back to the game, find those Hard mode Crows and unlock Climax mode.

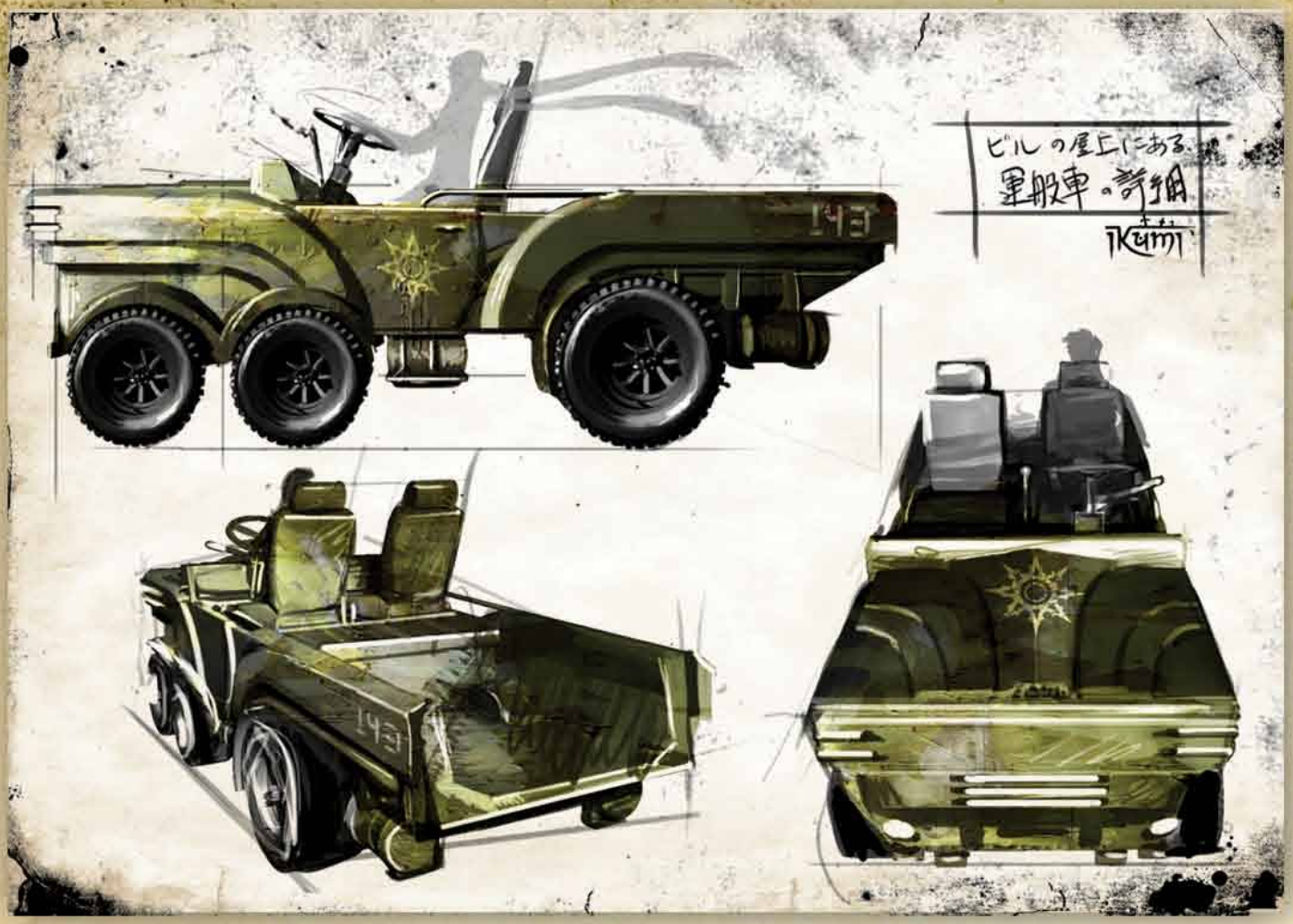
VERSE 8 MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	30	0	0:30	30	0	0:30	30	0	0:30	110	0
GOLD	0:40	—	500	0:40	—	500	0:40	—	1000	0:40	—	1500
SILVER	0:50	—	1000	0:50	—	1000	0:50	—	2000	0:50	—	3000
BRONZE	1:00	—	1500	1:00	—	1500	1:00	—	3000	1:00	—	4500

VERSE 9 MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	260	0	0:30	260	0	0:30	260	0	0:30	260	0
GOLD	0:40	224	500	0:40	224	500	0:40	224	1000	0:40	224	1500
SILVER	0:50	212	1000	0:50	212	1000	0:50	212	2000	0:50	212	3000
BRONZE	1:00	200	1500	1:00	200	1500	1:00	200	3000	1:00	200	4500

VERSE 10 MEDALS												
MEDAL	VERY EASY/EASY			NORMAL			HARD			NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE	SEC	COMBO	DAMAGE
PLATINUM	0:30	260	0	0:30	1250	0	0:30	6500	0	0:30	3680	0
GOLD	0:40	224	500	0:40	800	500	0:40	3200	1000	0:40	1952	1500
SILVER	0:50	212	1000	0:50	650	1000	0:50	2100	2000	0:50	1376	3000
BRONZE	1:00	200	1500	1:00	500	1500	1:00	1000	3000	1:00	800	4500

Building
minence
Bridge
Salvation
Highway

Conceptual art gallery


ビルの屋上にある
運搬車の詳細
Ikumi
143
143
143

ビル屋上にある
運搬車
イベント使用
Ikumi
143

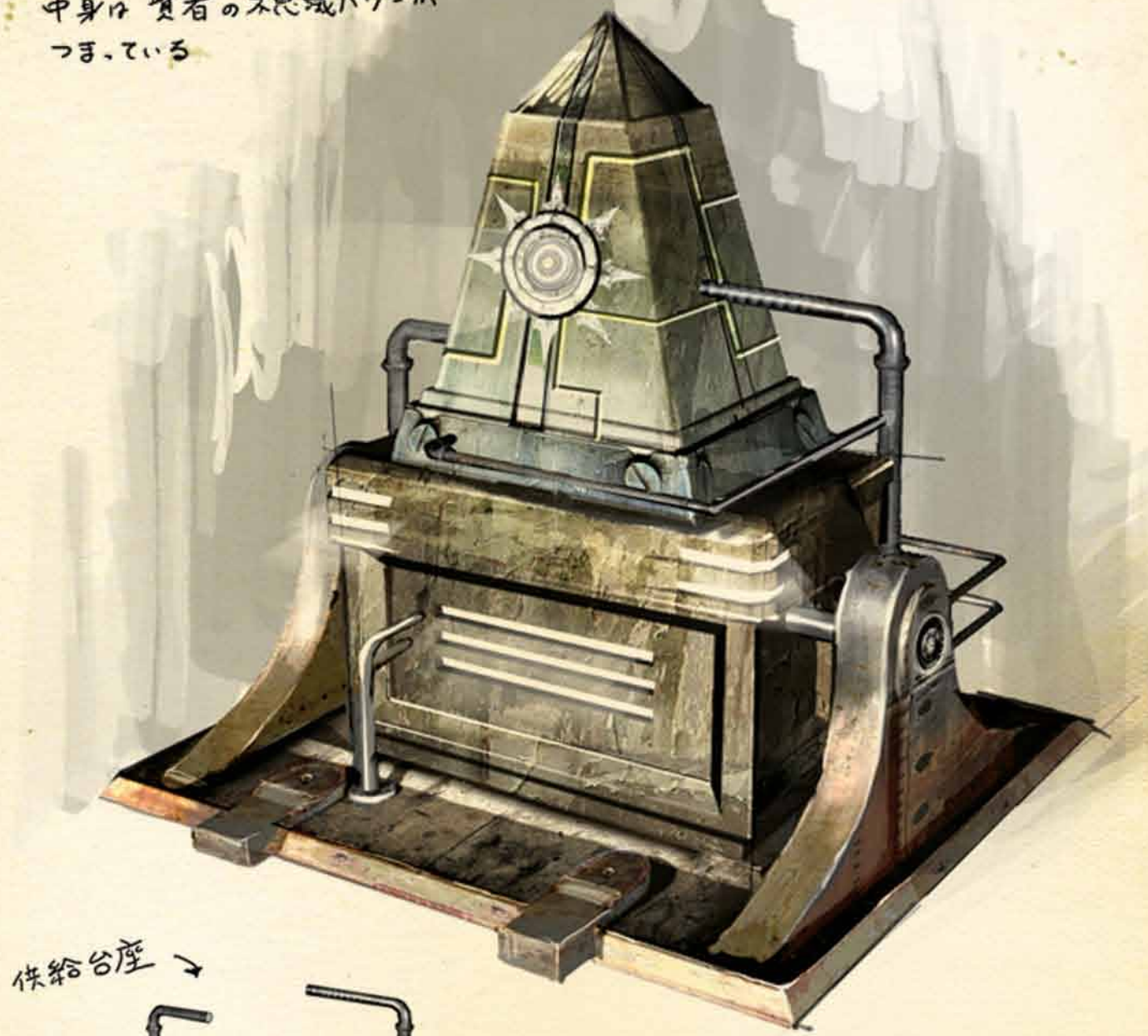
軍用機の宝箱

Army treasure Box

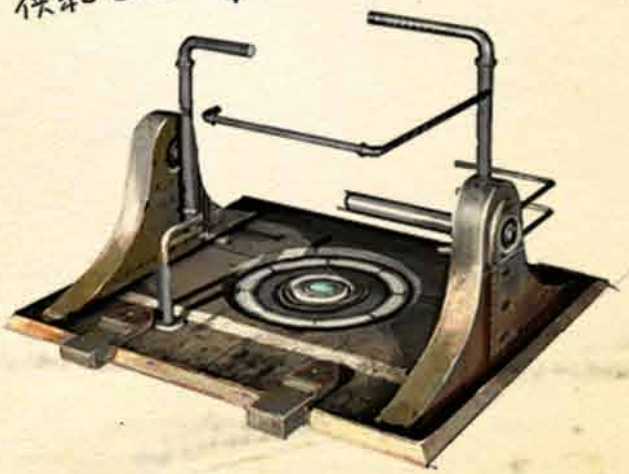
Ikumi

このBoxから パワーを
供給して 軍用機を飛ばしている
中身は 賢者の不思議パワーが
つまっている

回りながら表示（赤い豆灯？）



供給台座 →



この車と似たデザインにしてみました

アールデコラインの
部。。構成
上部後方と下部前方からカバーし
機体を遊用化させる
天使からインスパイアされたリング装置
上面図

側面図

←主翼・前方リング・旗 の位置はこんな感じです。

ボディもアールデコ

軍旗

シャープ。

高周波レーダー モスキート

とても高い探知精度を持つレーダー
ビジュアルにもこだわった エイシア軍事力の最前衛

軍用機パーツ

正面にも

① 胴体上部機関砲

② 胴体下部連射砲

インビジブルリング

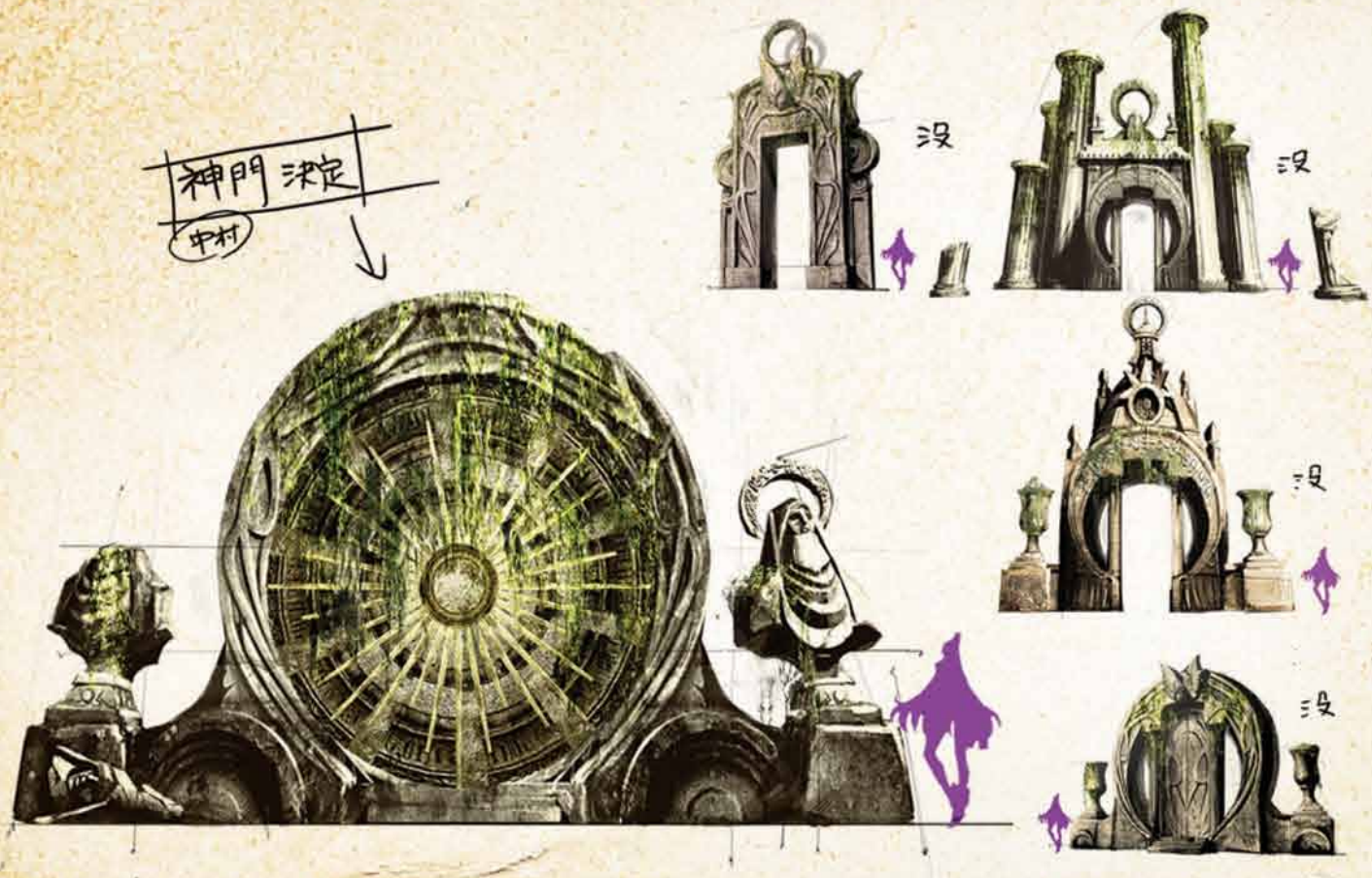
③ 側面旋回機銃

十 機首銃座

カギ穴デザイン

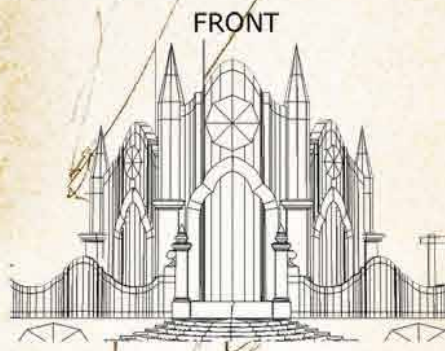
Kumi

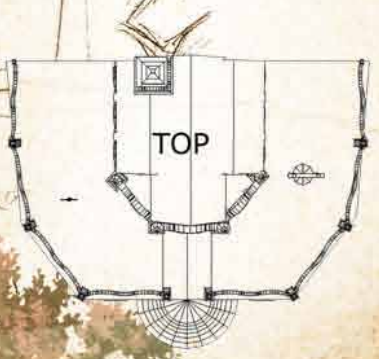
発射時
SCTの球が
はまります
女神像
Ikumi

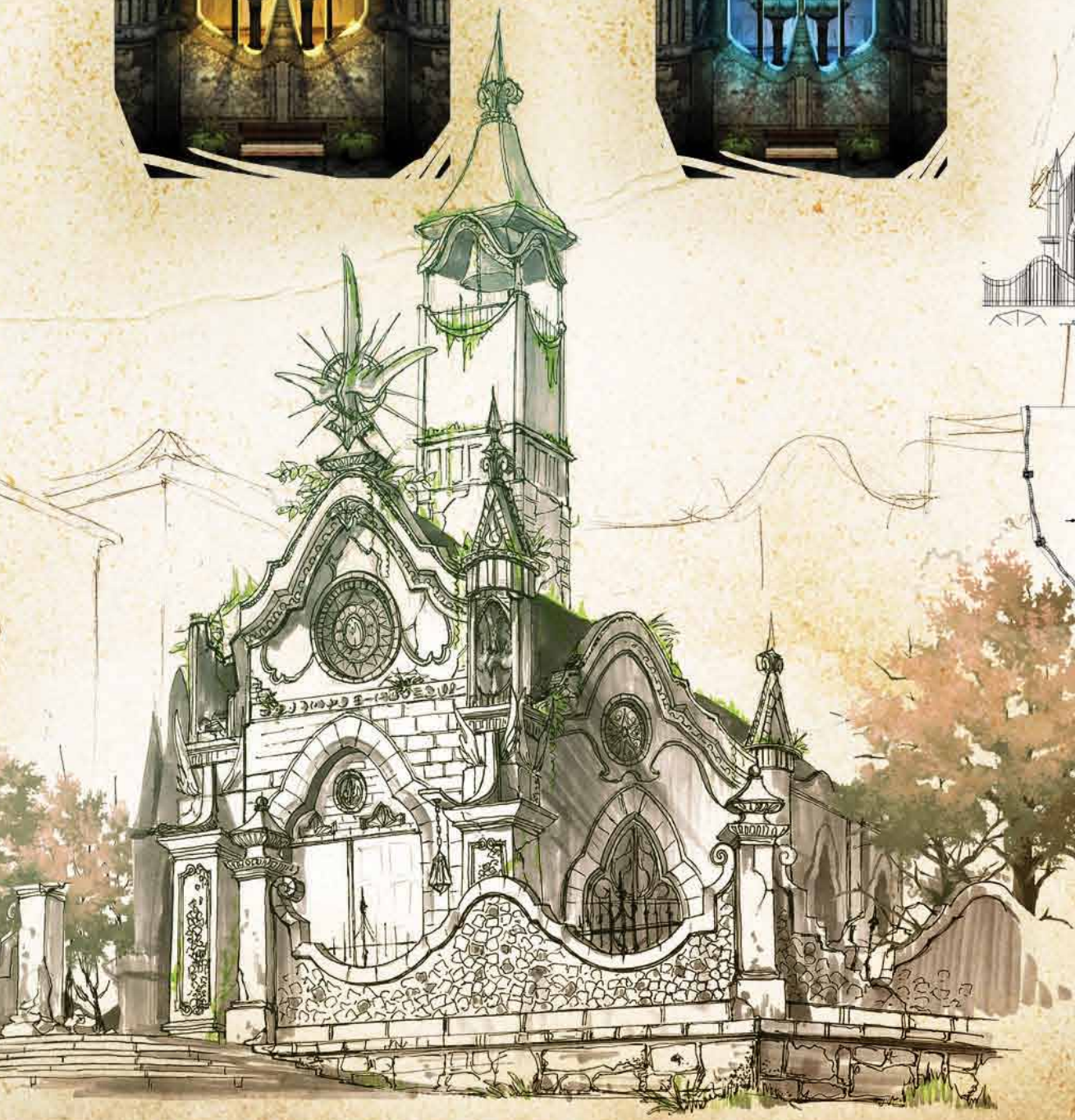

神門決定
中村
没
没
没
没

Kumi

駅ホールの窓デザイン

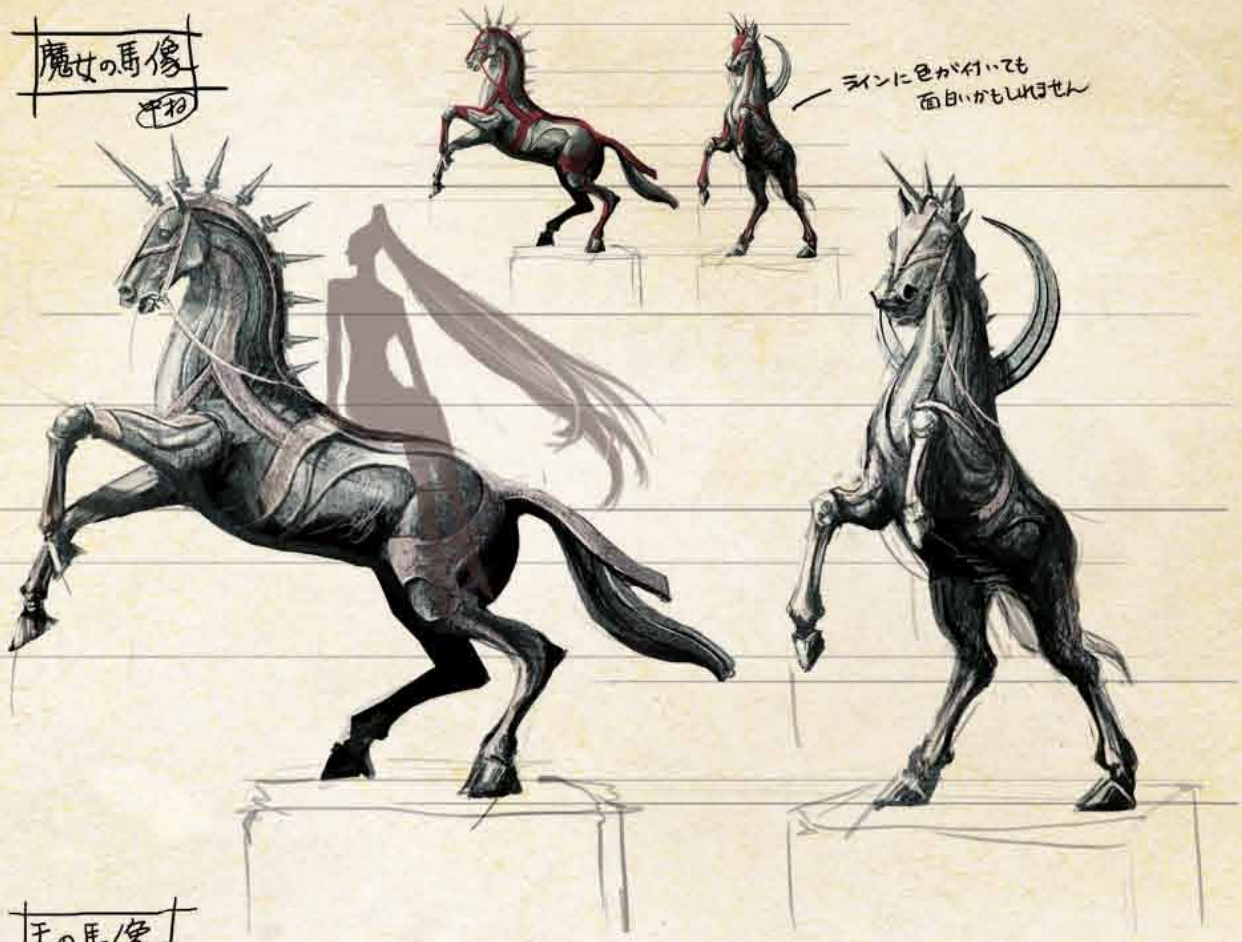


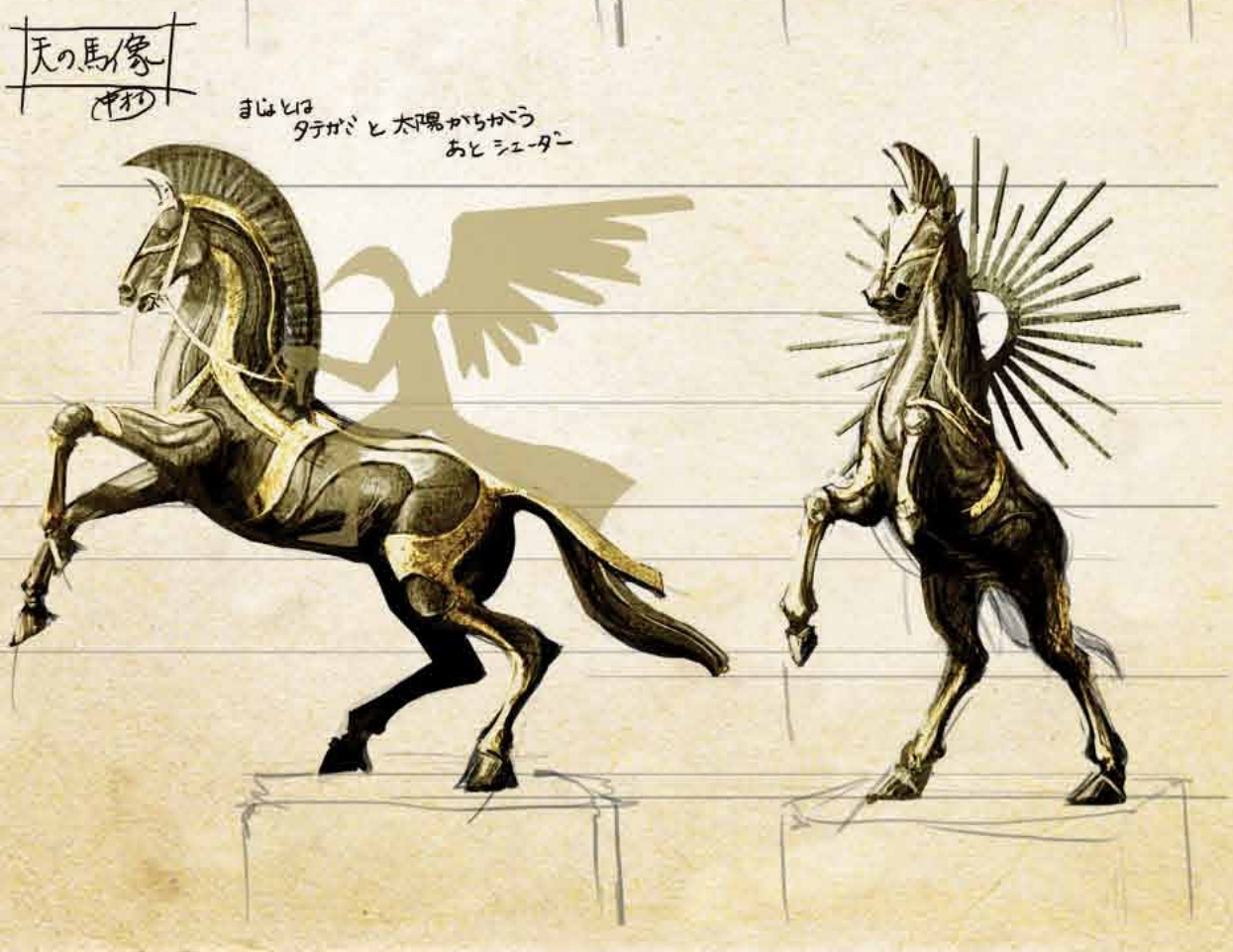




イザヴェル
ビル
Kumi

OPERA


魔女の馬像
中村
ラインに色が付いても
面白いかもしれません


天の馬像
中村
まじとは
タテガミと太陽がちがう
あとシュータ

EXTRAS

EXTRA PLAYABLE CHARACTERS

JEANNE

Start a new game as Jeanne. Clear Normal mode with all Platinum medals and a screen appears informing of Jeanne's availability

ZERO: KING OF THE LITTLE DEVILS

You can play as Zero, the king of the Little Devils that you encounter while using the accessory Infernal Communicator. In Normal mode or above, clear all of the Battle Arenas and the Angel Slayer stage becomes available in the Chapter Select menu. Clear all of Angel Slayer and a screen appears indicating Zero's availability.

EXTRA CHAPTERS

ANGEL SLAYER

In Normal mode or above, clear all Alfheim Battle Arenas and this appears in the Chapter Select menu. There is no chapter number associated with it. Beat Angel Slayer to unlock Zero, King of the Little Devils as a playable character.

ANGEL SLAYER 1-10

MEDALS

MEDAL	NORMAL		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	23:20	383460	0
GOLD	24:30	155904	1000
SILVER	25:40	80052	2000
BRONZE	26:50	4200	3000

ANGEL SLAYER 11-20

MEDALS

MEDAL	HARD		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	28:20	501860	0
GOLD	29:45	203504	2000
SILVER	31:10	104052	4000
BRONZE	32:35	4600	6000

ANGEL SLAYER 21-30

MEDALS

MEDAL	HARD		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	26:10	383460	0
GOLD	27:29	155904	2000
SILVER	28:47	80052	4000
BRONZE	30:06	4200	6000

ANGEL SLAYER 31-40

MEDALS

MEDAL	NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	28:30	188430	0
GOLD	29:56	77352	2000
SILVER	31:21	40326	4000
BRONZE	32:47	3300	6000

ANGEL SLAYER 41-51

MEDALS

MEDAL	NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	48:00	74400	0
GOLD	50:24	31200	2000
SILVER	52:48	16800	4000
BRONZE	55:12	2400	6000

GATES OF HELL BATTLE

After achieving an accumulative total of 10 million Halos, the Platinum Ticket becomes available in the Gates of Hell. Buy the ticket and then defeat Rodin in battle to acquire a mystery transforming weapon. This fight is automatically fixed at Nonstop Climax mode.

MEDALS

MEDAL	NONSTOP CLIMAX		
TYPE	SEC	COMBO	DAMAGE
PLATINUM	17:00	2660	0
GOLD	17:51	1484	2000
SILVER	18:42	1092	4000
BRONZE	19:33	700	6000

UNLOCKABLES LIST

ALFHEIM

Alfheim Battle Arenas have specific rules and time limits. The portals to these battle arenas unlock after completing certain verses within most chapters. We cover the details for all of them in this guide's walkthrough. Alfheim Battle Arenas are only available in Normal mode and harder and cannot be accessed through the Chapter Select menu; you must find them within the chapters.

EXTRAS

UNLOCK RESULT	CONDITIONS	CONTENTS
Hard mode	Clear all Chapters in Normal mode.	Added to difficulty setting list
Nonstop Climax mode	Clear all Chapters in Hard mode.	Added to difficulty setting list
Mars, The Bringer of War (Bazillions)	Clear Hard mode.	Gold LP obtained
Jupiter, The Bringer of Jollity LP (Pillow Talk laser blade)	Clear Nonstop Climax mode.	Gold LP obtained
Messiah, HWV.56 (Sai Fung)	Clear 100 Chapters in Normal mode or above.	Gold LP obtained
Handguns	Clear Normal mode.	Obtained
Mystery Transforming Weapon	Use Platinum Ticket to enter battle and win.	Obtained
Accessory: Immortal Marionette	Clear Easy mode or below.	Enter Shop in Normal or above.
Accessory: Bracelet of Time	Clear Normal mode or harder in a set time.	Enter Shop
Accessory: Eternal Testimony	Obtain 50 Umbran Tears of Blood.	Enter Shop
Accessory: Climax Brace	Obtain 101 Umbran Tears of Blood.	Enter Shop
Super Mirror	Clear Normal mode	Enter Shop
Super Mirror (Jeanne)	Clear Normal mode with Jeanne.	Enter Shop
Platinum Ticket	Acquire 10 million Halos (cumulative).	Enter Shop
Gallery	Complete playthrough on any difficulty.	Added to Title Screen
Angel Slayer	Clear all Battle Arenas on Normal or above.	Added to Chapter Select
Zero, King of Little Devils (additional character)	Clear all of Angel Slayer.	Playable character added
Jeanne (additional character)	Obtain all Platinum in Normal mode.	Playable character added

HIDDEN BONUSES

LOCATION	CONTENT
Chapter 1: Subway Bonus	Ride the train as it enters the tunnel to receive 10,000 Halos.
Last Boss: Big Burn Bonus	Get a full Combo (consecutive hit) Gauge at the final summoning in the battle with Jubileus to receive the Big Bang Bonus: 10,000 Halos.
Chapter 14: Perfect Shooting Bonus	In Normal mode and above, defeat all enemies without taking any damage to receive 10,000,000 Halos.

HIDDEN BACKGROUND MUSIC

LOCATION	CONTENT
Chapter 8, just before the car part Event	Hold LT (or L2 for PS3®) to change the background music to "SplashWave/OutRun"
Chapter 8, just before the bike part Event	Hold LT (or L2 for PS3®) to change the background music to "AFTER BURNER with melody ver./AFTER BURNER2"
	Hold LB (or L1 for PS3®) to change the background music to "AFTER BURNER/AFTER BURNER2"
	Hold LT + LB (or L2 + L1 for PS3®) to change the background music to "AFTER BURNER/AFTER BURNER"
Chapter 8, at the Braves appearance Event	Hold LT (or L2 for PS3®) to change the background music to "Boss/FantasyZone"
Chapter 14, during Event when the shooting begins	Hold LT (or L2 for PS3®) down all throughout the Event, beginning right before the music changes over to the shooting song, "Theme/Space Harrier (Boss/FantasyZone)"

MISCELLANEOUS HIDDEN ELEMENTS

LOCATION	CONTENT
Bayonetta licks a lollipop event: Lollipop bonus	During cut-scenes, press Jump, Kick, Action, or Punch before Bayonetta appears to activate. Lollipop effects will appear that correspond to the button with the same color as the Lollipop.
Loading screen combo list display	Press right and left on the D-pad (directional buttons for PS3®) to show/hide the combo list during loading screens.
Loading screen practice mode	Press the BACK (or SELECT for PS3®) button during the loading screen to turn Practice mode on and off. (When Practice mode is on, the screen will not change even if loading is finished.)

UMBRAN TEARS OF BLOOD

There are a total of 101 Umbran Tears of Blood in the game; 50 of those are acquired by achieving Xbox 360® Achievements or PS3® Trophies. The remaining 51 are on necklaces worn by hidden crows. These birds appear in most chapters and in Normal, Hard, and Nonstop Climax difficulty modes. If you're having difficulty finding a particular crow, they are all numbered in the game and we've retained these figures on our maps. To see which ones you've collected and which you still need to find or achieve, enter the Inventory menu and select "File," then chose the "Rarities" book. Highlight and enter "Umbran Tears of Blood."

The first category page shows your achievements (or trophies) and which ones have been accomplished and awarded with an Umbran Tears of Blood. Press the RB (or R1 for PS3®) button to page to the Crows menu. On the second page, you can see which crows you've captured and those you have not.

ACHIEVEMENTS & TROPHIES	DETAILS
1 A Primer In The Magical Arts	Complete the Vesitbule.
2 Fortitudo, Bringer Of Flame	Defeat Fortitudo on any difficulty.
3 Temperantia, Manipulator Of Wind	Defeat Temperantia on any difficulty.
4 Iustitia, Giver Of Life	Defeat Iustitia on any difficulty.
5 Sapientia, Controller Of The Seas	Defeat Sapientia on any difficulty.
6 Master Of The Heavens	Defeat Father Balder on any difficulty.
7 Taste Of The Witching Hour	Complete all Chapters on any difficulty.
8 Chapters 1-4 (Normal)	Complete Chapters 1 through 4 on Normal difficulty.
9 Chapters 5-7 (Normal)	Complete Chapters 5 through 7 on Normal difficulty.
10 Chapters 8-11 (Normal)	Complete Chapters 8 through 11 on Normal difficulty.
11 Chapters 12-13 (Normal)	Complete Chapters 12 through 13 on Normal difficulty.
12 Chapters 14-Epilogue (Normal)	Complete Chapter 14 through the Epilogue on Normal difficulty.
13 Umbra Witch	Complete all Chapters on Normal difficulty.
14 New Testament: Ch. 1-4 (Hard)	Complete Chapters 1 through 4 on Hard difficulty.
15 New Testament: Ch. 5-7 (Hard)	Complete Chapters 5 through 7 on Hard difficulty.
16 New Testament: Ch. 8-11 (Hard)	Complete Chapters 8 through 11 on Hard difficulty.
17 New Testament: Ch. 12-13 (Hard)	Complete Chapters 12 through 13 on Hard difficulty.
18 New Testament: Close The Book	Complete Chapter 14 through the Epilogue on Hard difficulty.
19 Umbra Elder	Complete all Chapters on Hard difficulty.
20 Legendary Dark Witch	Complete all Chapters on Nonstop Climax difficulty.
21 I'm A Bit… I Mean Witch	Execute a Torture Attack.
22 Feels Good, Doesn't It?	Execute 50 Torture Attacks.
23 You Want to Touch Me?	Engage Witch Time successfully 10 times.
24 Nice Try	Engage Witch Time successfully 10 times consecutively.
25 Platinum!	Earn 10 Platinum Medals. Must be earned in 10 different battles.
26 Double, Double, Toil And Trouble	Create 20 Concoctions.
27 Tread Not So Softly	Kill an enemy by jumping on top of them.
28 Nice And Relaxed	Avert 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.
29 Touch And It Will Hurt	Counter 10 enemy attacks with the Moon of Mahaa-Kalaa equipped.
30 Touch And It Will REALLY Hurt	Counter three enemy attacks consecutively with the Moon of Mahaa-Kalaa equipped.

ACHIEVEMENTS & TROPHIES	DETAILS
31 Come Here, Little Boy	Taunt and defeat five plus angered enemies while taking no damage. Gaze of Despair may be equipped.
32 Wicked Weaver	Execute a Wicked Weave while using Dodge offset.
33 Wicked Weave Master	Execute 20 Wicked Weaves while using Dodge Offset.
34 The Deepest Cut	Kill 20 enemies using only Lai-Jutsu with Shuraba. (Iai-Jutsu performed by holding Punch.)
35 Higher And Higher	While never setting foot on the ground, grab enemies 10 times using Kulshedra (whip).
36 The Ice Witch	Freeze 20 enemies while wearing Odette.
37 Seeker Of Magic	Purchase three new techniques.
38 Commander Of Magic	Purchase all techniques.
39 Record Collector	Obtain three complete Angelic Hymn Gold LPs.
40 Record Fanatic	Obtain seven complete Angelic Hymn Gold LPs.
41 Treasure Collector	Discover half of all the Umbra Witches' final resting places.
42 Treasure Fanatic	Discover all of the Umbra Witches' final resting places.
43 The Path To The Heavens	Discover all Alfheim Portals.
44 Angel May Cry	Complete half of all Alfheim portals.
45 Angel Slayer	Complete all Alfheim portals.
46 Truth In Its Purest Form	Collect all of Antonio's notes.
47 Naughty Tentacles	Destroy all the tentacles that drop down together during a single sequence in Chapter 9.
48 A Mother's Love	Defend Cereza during the out of body experience, ensuring she takes no damage.
49 Fire The Afterburners	Earn Platinum Medals during Verse 1 and 2 of Chapter 14.
50 Just In The Nick Of Time	Dodge the runaway streetcar during Chapter 2.

CROW LOCATIONS

If you believe you've captured some of these crows and they are still showing as not being captured, then you must have died during the verse and did not return to get the crow that would have respawned in that situation. If you die, make sure you return for the crow.

CHAPTER	NORMAL	HARD	NONSTOP CLIMAX
The Angle's Metropolis	51, 52	69, 70	87, 88
Vigrid, City of Déjà Vu	53, 54	71, 72	89, 90
The Burning Ground	55, 56	73, 74	91, 92
The Lost Holy Grounds	57, 58	75, 76	93, 94
The Gates of Paradise	59, 60	77, 78	95
Paradiso—A Remembrance of Time	61, 62, 63	79, 80	96, 97
Paradiso—A Sea of Stars	64, 65	81, 82	98, 99
The Broken Sky	66	83, 84	100
A Tower to Truth	67, 68	85, 86	101

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